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3DO

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not an official 3DO publication

Dec/Jan 95/96 issue 7 £5.99 with Coverdisc

Magazine

Star Fighter

Studio 3DO take us to the next level.



Reviews: PO'ed, Phoenix 3, Wolfenstein 3D, BladeForce, Killing Time, Puzzle Bobble, Psychic Detective, Drug Wars. Plus: \$100 Million M2 Deal, Tracy Scoggins in SnowJob, Hugh C. Martin interviewed, 3DO World, Gex Playing Tips EA's ShockWave 2 and more...

3DO Magazine & Studio 3DO present one complete playable level



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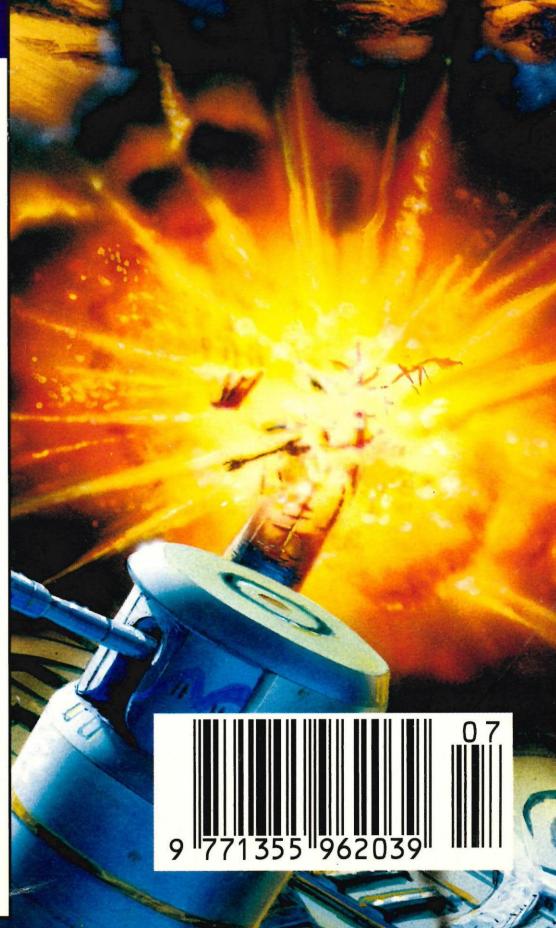
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- This interactive movie adventure takes full advantage of the 3DO system's powerful graphic capabilities.

nture Horror

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3DO Magazine

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a brand-new M2 section!*



The \$100 Million M2 Deal

On October 25th, the world's largest consumer electronics company placed 3DO at the heart of its future plans to the tune of \$100 million. Matsushita, who own the Panasonic brand, now have the exclusive rights to the use of M2 for '64bit videogames, Digital Video Disc (DVD) players, and interactive television set-top boxes.' Which means it's Matsushita, not The 3DO Company, who will be responsible for licensing M2 technology to other hardware manufacturers and software publishers. It's also Matsushita who will collect almost all of the royalties from these licenses.

The deal marks a radical and necessary transformation of 3DO's old business model. Traditionally, console manufacturers invest early and massively in establishing a format, with big advertising campaigns and narrow hardware profit margins, then recoup their losses through software royalties. 3DO's far

"Today's announcement combines the vast resources of a consumer electronics leader with the industry's most powerful 64-bit technology. Matsushita has been a world leader in audio and video and is again poised for success with their central role in the emerging DVD standard. By combining these capabilities with 3DO's interactive graphics and computing technology, Matsushita is well positioned for success in many new digital businesses."

Trip Hawkins, Chairman and CEO, The 3DO Company

company is twice the size of Sony, its biggest competitor, and plans to aggressively seek more hardware partners, with GoldStar unsurprisingly expected to be the first. Matsushita's purchase of JVC famously helped establish VHS as the dominant VCR standard and it has similar expectations of M2. The compari-

ment tools and arcade systems. M2's performance is judged to be superior to Sega's Model 2 system, for far less cost, and is highly attractive to rival coin-op companies which haven't developed their own 3D technologies. Rumours currently surround Williams, who have an awesome 3D beat-'em-up in development, called *War Gods*, and also have an agreement with Matsushita over home conversions for their games. Matsushita is known to be talking with Japanese arcade makers as well.



lower royalties appealed to software houses, but hardware licensees soon found themselves unable to make mass market prices without losing money. The Manufacturers' Development Fund (MDF) was a belated effort to fix the problem, but it's always been more of a band-aid than a long-term solution.

Matsushita's purchase of M2 could be said to level the playing field with its competitors, except that the

son is particularly apt because M2 has become closely connected to SD-DVD (see box).

Matsushita also have plans to use M2 with conventional CD players, portables, car navigation units and interactive TV set-top boxes. The 3DO Company itself has, somewhat ironically, been granted a license from Matsushita to use M2 technology for personal computer applications, software develop-

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The new business model, DVD connection and coin-op developments are all excellent news for M2. Behind the scenes, the sense of relief at 3DO over the agreement is quite clear. The company's future has been secured, its debts covered and funds made available to exploit M2 technology in areas unrelated to consoles. Work is also underway on M3 which company insiders believe to be even more revolutionary than M2. Matsushita for its part has secured world-leading technology for a wide variety of applications at a very good price.

On the downside, M2's release has again slipped. Despite the fact M2 devkits shipped to key developers in June, it's claimed the technology still isn't complete. The principal reason for the delay, however, relates to building up a marketing and distribution drive of worldbeating proportions. According to the press release, Matsushita 'expects that the first M2 consumer product, a CD-ROM system, will be available in the second half of 1996.' There will also be a 3DO I M2 upgrade, with DVD M2 systems to follow.

Overall, the deal is overwhelmingly positive with M2 being confirmed as the hottest technology around and becoming allied to the huge DVD marketing campaign due in '96. 3DO technology has once again become a trailblazer, easily overshadowing all its rivals, and Matsushita has also renewed its commitment to 3DO I as the foundation of the new M2 business.

For more information of the M2 deal turn to pages 11-13.

"In order to succeed in this business, we need to acquire the rights and become the licensor of interactive, high-speed, high performance graphics processing and operating system technology offered by the M2 architecture. We will implement this technology in a wide variety of applications in both the consumer and commercial AVC (Audio, Video & Computer) businesses."

Mikio Higashi, Managing Director and Member of the Board of Matsushita Electric Industrial Co., Ltd.

SD-DVD & YOU

Super Density Digital Video Disc is, essentially, the next generation of CD technology. Advanced new laser optics and disc production techniques allow for over three times the transfer rate – more with compression – and a vast leap in disc capacity. A double-sided SD-DVD could hold 18 gigabytes as compared to 0.65Gb of a conventional CD. That's 28 times the amount of data a normal CD could contain! The smallest capacity, single-sided DVD will have seven times the capacity of a normal CD, allowing for 140 minutes of MPEG2 quality video playback. This means you could have an entire movie at broadcast quality resolution with Dolby AC3 sound superior to almost all cinemas. It's widely believed DVD will be the next 'must have' home item, a new VHS or audio CD.

Fortunately, DVD is backwardly compatible with conventional audio CDs, PhotoCDs and CD-ROMs which will be readable in the new drives. The technology is also eagerly anticipated by PC manufacturers who also plan to adopt it to replace conventional CD-ROMs.

The current DVD standard is a combination of two similar technologies proposed by competing consortiums. The frontrunner was initially Philips-Sony's MultiMedia CD (MMCD), building on their CD and VideoCD technology. However, a rival consortium led by Toshiba believed it had a superior system – SD-DVD. The technological differences are arcane and probably secondary to the political

ones. CD royalties are a huge cash cow for Philips/Sony and their rivals were reluctant to see that happen again. MMCD suffered a fatal blow when Matsushita unexpectedly switched to the Toshiba camp. Matsushita's sheer size gives it considerable influence, but it also has the most DVD patents.

The role of M2 within the global promotion of DVD is highly significant. Consumers have been offered a high-quality video format before, but high prices and an inability to record confined Laserdisc to a niche market. To make DVD truly mass market will require realistic pricing and innovative marketing. M2's awesome multimedia capabilities, dramatically combining MPEG and realtime game graphics, could be crucial. The potential of interactive pop video, educational etc. applications crippled by the slowness of current technology would be fully realised by M2 and DVD.

Matsushita is sure to offer to sublicense M2 to its DVD partners, which include practically every consumer electronics company of note. Sony, for its part, could well offer PlayStation technology in its own players. However, PlayStation I was specifically designed without an MPEG upgrade route. M2, by contrast, is the first videogame system with MPEG1 built-in and its architecture is designed to be easily upgraded to MPEG2. This gives Matsushita a considerable advantage which they're obviously determined not to lose.

GDO 202P = £249.99

While GoldStar has yet to conclude its own M2 negotiations, now with Matsushita rather than 3DO, a successful resolution is expected soon. In anticipation of this, GoldStar have cut the recommended retail price of their 3DO I machine, the GDO 202P, to £249.99 with *FIFA Soccer*. The system was launched in July at £299.99, helping finally break the £400 pricetag associated with 3DO since its launch.

Kieron Sumner, GoldStar's Hi-Media Business Manager, "Without doubt, the move to £249.99 assures our appeal to a mass market and we are anticipating a very strong pre-Christmas sales period. We are positioning 3DO for 1996 and feel that now is the perfect time to outline our intentions for the product."

APOLOGIES & PROMISES

This month sees the price of 3DO Magazine increase to £5.99. In part this is to fund greater promotion for the magazine, such as the return of the CD's jewel box, in part it's to cover increased paper costs. However, for

GoldStar have recently launched a major Christmas advertising campaign in magazines such as *GQ*, *FHM* and *Loaded*.



the moment, subscription prices have not been increased so you can both avoid the rise and save a further 25% on newsstand costs with free delivery to your door. We also plan to make the magazine monthly in the New Year to better keep you up to date with the world of 3DO.

FZ-10 4 £199?

Panasonic's renewed commitment to 3DO has already had an impact in the UK. While the official RRP remains £299, a new distribution deal means most shops will be able to offer the FZ-10 for £249.99 and some may go as low as £199. "I hope this move shows the trade just how committed Panasonic is to this format," said Phil Kipling, Assistant General

Manager for Panasonic UK's 3DO operation. "The move has come off the back of the Matsushita/Panasonic deal to take the M2 rights. We've now firmly committed to the future of the product. We have a clear strategy to increase the profile of the machine, stimulate interest and grab some of the Christmas sales."

SEGA COME 2ND

Commenting on the M2 deal, Sega of America's Mike Latham indicated to *Intelligent Gamer Online* it was a good sign for the Saturn. Apparently, Matsushita were considering several next generation deals, including acquiring Sega, before deciding M2 was the best route. Latham's line is obviously intended to reassure Saturn owners it's not due for the chop, but revealing the company could be for sale and had been judged second-rate to M2 is an odd way to do it. Back in Europe, Sega's Marketing Manager Barry Jafroto claimed the company had "suspended looking at new hardware platforms. The successor to Saturn could be as long as three years away... A new flagship machine won't hit any market until the end of '97 at the very earliest." Unless, of course, they get those M2 talks back on track... >

Gallup Top Ten October

- 1: **Multi Game Sampler 4**
Studio 3DO
- 2: **Striker: World Cup Special**
Panasonic
- 3: **BladeForce**
Studio 3DO
- 4: **Space Hulk**
Electronic Arts
- 5: **Wing Commander III**
Electronic Arts
- 6: **Cannon Fodder**
Virgin
- 7: **Myst**
Panasonic
- 8: **Theme Park**
Bullfrog
- 9: **Super StreetFighter 2 Turbo**
Panasonic
- 10: **Multi Game Sampler 3**
Studio 3DO



Thanks to FedNet and Studio 3DO we've got a superlative demo of one of the best 3DO games to date. The finished game has no less than 60 incredibly varied missions and is fully reviewed on pages 28-29. Our demo offers just a single level, Mission 3, which pits you against both ground and air targets. The full mission objectives are outlined ingame and, believe us, this is one of the easier challenges!

CONTROLS

Launch From Mothership:	LEFT SHIFT
Thrust:	A
ECM:	B
Toggle Cameras:	C
Fire Weapon:	RIGHT SHIFT
Change Weapon:	LEFT SHIFT
Map Mode:	P
Map Zoom In/Out:	L/R SHIFT
Options:	X
Option Controls:	D-pad Scrolls options. A selects.
Formation Control:	N/A for demo.

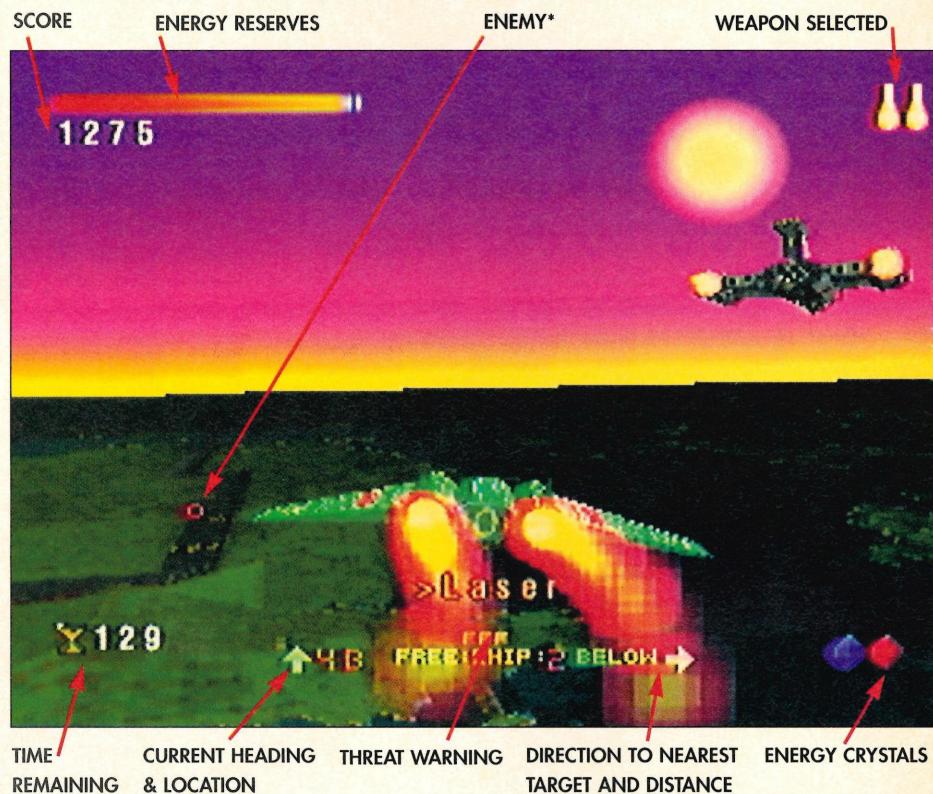
CONFIGURATION

The demo allows you to choose between joypad and Flightstick Pro options (the finished game allows for you to totally customise the controls, including flipping up/down). The demo also lets you configure the sound, remixing the balance between music and FX, and alter the order of the CD-streamed music.

If your demo fails to load, please return it to:

3DO Disc 7 Returns, Paragon Publishing, St Peter's Road, Bournemouth BH1 2JS. Please remember to include your name and address.

STAR FIGHTER DEMO DISC



HUD TARGETTING SYMBOLOGY

The HUD will indicate objects not yet visible to the eye according to type.

Red = Hostiles. White = Power-Up Parachutes. Yellow = Missiles. Green = Allied Aircraft.

ART'S DOOM

Despite massive delays, Art Data Interactive insist *Doom* will ship this Xmas. Company president Randy Scott recently went online with Erin Fitz to discuss the much anticipated title. Scott admitted there'd been major problems with the conversion which had gone through several engineers unable to squeeze a 4MB game onto 3DO's 3MB. In the end, ADI created an entirely new 3D engine which pumps all the graphics, texture maps and sprites through the system's twin cel engines. Even so it was still thought the resolution would still be equivalent to

Apparently, 3DO Doom will have a higher resolution than even the PlayStation version (below).



the PC's VGA mode. However, last minute tweaks have doubled the resolution while maintaining an amazing 20 fps update.

"You take a Pentium and the average frame per second is pushing around 15 fps," claims Scott. "Now, we are pumping over 20 fps, full sprite resolution (single pixel to single pixel)."

Audio has also been improved with the original MIDI songs rerecorded in a studio, with a real band and instruments, and these are spooled off the CD ingame. Despite rumours that the game wouldn't ship until well into '96, Scott says it's actually in testing now and will ship in December. To make this schedule, the additional levels and monsters that were planned have been axed and the game will have just the original three episodes of *Doom 1*. Plans for multiplayer link-up or modem play also had to be on hold. Scott says the software has the ability to handle it, but 3DO were reluctant to engineer the necessary hardware specs.

Contrary to rumour, *Doom II* will not be an M2 project and should appear on 3DO I around Spring '96. In any case, expect an in-depth review of the original, comparing it to all the other versions as well as similar 3DO games, with our next issue.

SECOND RETURN

Studio 3DO's biggest selling game to date, *Return Fire*, is not only slated for a mission disc, but it should be in the shops before Xmas. *Return Fire: Maps Of Death* offers about half as many new missions



as were in the original, most of them very big and considerably harder. To enhance the tactical side of the game, the number of jeeps, helicopters, tanks and APVs you have per level is bound to please fans.

To succeed, you'll need to learn how to work around some severe shortages of vital vehicles.

The original game received a five-star recommendation in 3DO/2 and the splitscreen, simultaneous two-player game is one of the most involved tactical challenges around. The mission disc, which will be £25 or less, will run only if you have a *Return Fire* file saved on your NVRAM. Expect a review next issue. □ ssw

3DO Magazine

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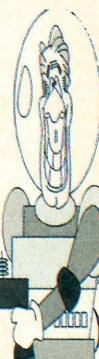
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Hugh C. Martin

\$100 Million Man

Why did you join 3DO?

"After four years I was disillusioned with Apple. Without a winning strategy for the OS, the hardware just doesn't matter... At this time, I was approached by Microsoft to come and lead all their new consumer efforts. I also learned of a new, secret start-up company called 'SMSG' led by this guy Trip Hawkins..."

What level of involvement did IBM and Motorola have with M2 aside from the 602?

"We have worked extremely closely with IBM to take maximum advantage of their semiconductor technology. For instance, the actual layout of our main ASIC was done in Austin at IBM and Motorola's PowerPC design centre, called 'Somerset'. Since our main ASIC is more complicated than a Pentium, we really benefited from this collaboration."

Was the 602 customised for 3DO and M2?

"The 602 was a joint effort by IBM and 3DO. For instance, its bus was defined to be our M2 system bus. The consortium now calls this 'PowerBus'. We wanted floating point processing, but only 32bit, so IBM eliminated the double precision floating point for us. They also added some specialised cache control instructions that will greatly enhance our graphics system performance."

What do you think of Microsoft's attempts to turn the PC into the dominant games platform?

"I don't think they are very serious about it... They think that the whole Internet phenomena is critical to their business, and that is where their corporate focus is right now... We can always do much better than a general purpose PC in delivering the ultimate gaming experience, because that's what we designed the product to do right from the beginning."

Are there plans for simple serial lead connection between 3DOs, as with PlayStation?

Profile

Hugh Martin has a tradition of being ahead of the times. He began his career as an electrical engineer at Hewlett Packard, in 1978, working on their lead CPU project. When that was finished, Martin argued HP should switch to RISC architecture – even though the technology was then so new the name had yet to be invented. Martin left HP when they decided against RISC, in 1980, only to change their mind three years later.

In the meantime, Martin and three other ex-HP engineers created Ridge Computing which would be the first company to commercially sell a RISC computer. It offered twice the performance of its cheapest rival minicomputer, the \$300,000 VAX 11-780! Although Ridge Computing went on to establish a deal with Bull Europe, it would ultimately flounder.

Martin went on to become Apple's Senior Director of Desktop Product Engineering, overseeing projects such as the highly successful Quadra, LC II and Performa lines. He was also responsible for Apple's RISC technology program and its alliances with IBM and Motorola over the PowerPC consortium. This magazine is produced on the machines Martin invented!

Martin joined 3DO when it was still the misleadingly titled San Mateo Software Group. As Chief Operating Officer, he assumed responsibility for managing the translation of Dave Needle and RJ Mical's designs into products in co-operation with hardware companies.

From pioneering RISC computers to negotiating Apple's part in the PowerPC consortium, Hugh C. Martin is a key industry player. His recent promotion to 3DO president reflects his central role in bringing Matsushita onboard for M2. Over the page is a post-deal on-line interview, but first a more personal examination.

"The M2 technology has that capability."

It's no secret 3DO's competitors learnt a lot from the original system. By delaying M2, aren't you running the risk the same thing will happen again?

"The industry is experiencing a huge change in technology... not so much the change from 16bit to 32bit, but from cartridge to CD. [The industry] has been learning about integrating video into titles, how to mask CD access time and upgrading production values tremendously, all while trying to control their budgets. So as the first viable CD machine, we did educate developers and competitors. However, once everyone has made the switch to CD, the 'assist' a new platform makes to those that follow is minimal.

"The 8bit and 16bit products had rather long market lives. I believe that 32bit products will have a shorter market life. While Sega and Sony are just introducing their 32bit products, 3DO and Nintendo will be introducing their 64bit technology. Because M2 is so superior to these other products, the whole 32bit generation will be over soon."

"As the technology required to produce the game experience that consumers want has advanced, it has outstripped the capability of traditional players in this industry. Witness Nintendo having to go to SGI for their 64bit technology. A huge advantage 3DO has is that we know as much as SGI about 3D, but we also know as much about gaming as Sega or Nintendo. This has allowed us to make M2 as good

as it is, while still achieving cost points that will make it a mass market product. It will be extremely difficult for our competitors to 'copy' us this time."

One of the critical problems with 3DO I was the high launch price. How confident are you M2 machines will not be similarly uncompetitive?

"There were several problems that led to the initial high cost of 3DO I that are resolved already with M2. First, the level of semiconductor integration at launch is much higher in M2. There are really just three chips: a PowerPC 602, the main ASIC called BDA and I/O controller called CDE. Second, we started 3DO I using an expensive OEM CD-ROM drive. An M2 CD system uses our heavily cost-reduced LCCD CD-ROM technology. Third, in the original 3DO business model, there was no subsidization for the hardware manufacturer with part of the software royalties... The M2 business model will enable hardware makers to price aggressively."

What do you think of the competition?

"Saturn seems to be a design that was rushed to market without a lot of thought about the long term. Whenever you see a change as major as adding a second processor late in the development cycle, you know there was not a lot of thought given up front. They probably did not do a lot simulation to understand the performance bottlenecks early on."

"Sony is a formidable contender in the 32bit space. The PlayStation design is a nice first try, but its performance is way overrated. Developers will tell you privately that they are seeing only a fraction of the claimed performance. Also, both the Saturn and PlayStation don't do anything about improving visual quality. When these machines are compared to an M2, it will seem like toys compared to hi-fi."

"The Ultra64 is interesting because of the price-point they are shooting for. However, the system was designed to be based on cartridge media. I think that is a big mistake. The system requirements and demands for CD are very different than those for cartridges... once developers work on CD, they won't go back. Too much of their tools and development process is now geared for CD. This means that Nintendo will eventually have to switch to CD, and then they will have a limited machine since it's not designed from the beginning for CD."

□ **ssw**

Turn over for on-line interview with Hugh Martin

M2 On-Line

> **Mike3xDxO:** Please tell us what the deal means to us, you, GoldStar, and the gaming industry as a whole.

"First, it validates our M2 technology. \$100 million is an enormous amount of money even for a company like Matsushita. Second, it means that the M2 family will be much more successful than Opera (current 3DO). Why? Because 1), MEI has a lot more on the line with an up front investment. 2) 3DO and MEI have learned a lot from the mistakes made with Opera.

"3) Because of this learning and their investment, they are actively looking to license other hardware and software partners that will assure M2's success.

"What it means to The 3DO Company is the freedom to aggressively build our business. We will use the \$100 million to 1) complete M2. 2) We have already started development of the technology beyond M2 and we will need to continue working on it. 3) In our licensing discussions we discovered tremendous demand for M2 technology in the personal computer acceleration area and we will be using some of the \$100 million to pursue that application and finally, we will be using the proceeds to aggressively build Studio 3DO. This Studio growth will include internal growth as well as looking at acquisitions.

"For GoldStar: as we are typing, they are actively negotiating for a sublicense from MEI."

Ermac Wins: With the impending release of M2, people might also want to upgrade 3DO to a 4x CD Drive. Is there any way existing 3DO owners might be able to do this in the future, to unlock all of the benefits of M2 and future upgrades?

"Matsushita is very excited about the idea of adding a 4x drive. This poses a number of problems for the upgrade product. They have a couple of tricks up their sleeve to solve them. Stay tuned."

JiveBaby: What are your plans for the M2 in the arcade? It seems the M2 (with additional RAM) can compete with anything.

"The great thing about M2 is that it is highly scal-

These pics are cut-outs taken from the real M2 hardware running MPEG demos. M2 is the only videogame system with MPEG built-in. Not only can M2 run VideoCD titles just like a Philips CDi, it can texture map the still running video footage on to an object. This object can then have other effects, such as lighting applied to it and even

The day after the announcement of the \$100 million M2 deal, Hugh Martin went on-line to meet wired 3DO users for an in-depth Q&A session. As a key player in M2's development and the negotiations with Matsushita, no-one is better qualified to provide 3DO's perspective on events. Below are edited highlights.

able. An arcade system might look like 8 megabytes of RAM, RGB direct out, a 150 MHz PPC 602, and a hard disk. Many companies worldwide are interested in producing such systems. The deal we announced today allows 3DO to pursue those companies in the United States. MEI has the exclusive rights to do this in Japan."

JiveBaby: Sounds like the system will be cheap also (compared to Sega's Model 2).

"The system I just spec'ed has 30% more performance than Sega's Model 2 and costs about 80% less. Simply put - it's awesome power with incredible capabilities."

Zool video: Why wait until the Fall? Why not release M2 at the same time as Ultra64? Won't M2 lose sales?

"First, I've heard many rumours in Japan that Nintendo's real release date will be Fall '96. But second, no one wants to release M2 until it will be a dynamite intro. Let me tell you what a dynamite intro means.

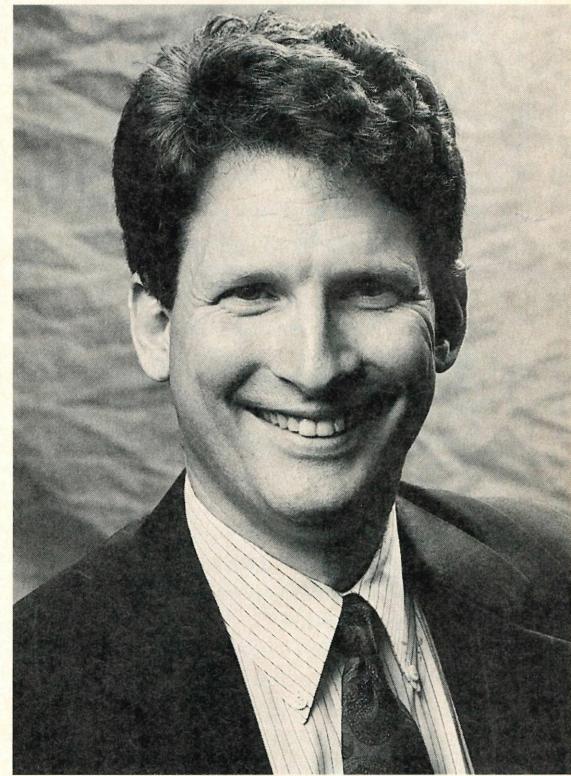
"1) 3-5 A+ titles that have arcade-like brand recognition.

"2) A well funded nationwide advertising campaign.

"3) A distribution that is over 12,000 outlets nationwide.

"4) At least 50,000 units in the channel.

be morphed into other objects. For example, a plane morphing into a cylinder and then a sphere. All the time, the video footage keeps running with M2 maintaining a 32bit RGB colour display at 640x480 resolution. M2 can also handle multiple MPEG streams. The potential for videogaming trickery is awesome.



"I think MEI has looked at when realistically all of this can be ready and they are conservatively predicting second half of 1996. The quality of the introduction will set the tone for the most important selling season which is Christmas. It isn't worth the risk to pick up an extra 3-5 months of selling during the Summer which is the slowest time of the year for this business."

IG Dan: Will we see an Internet ready machine next year?

"I can't comment specifically on MEI's plans, but the Internet arena is an area that we are doing active R&D and, under





the terms of the deal, we are a licensed M2 peripheral provider."

ErinFritz2: Now that the M2 technology can be used as MEI pleases, this brings up some concerns about specs. Can we still trust the specs that were released in May, such as downward compatibility with Opera, etc and what will happen to the modem?

"The absolute performance of M2 is dictated by the custom silicon that we have delivered to MEI. Therefore, you can be sure that M2 will have the performance we have talked about. MEI has the ability, of course, to change things like how many control ports are on the front, whether there is composite RF and S-Video out, etc.

"We have developed the technology for downward compatibility, however there is a cost implication and whether MEI or other hardware licensees of theirs include it is up to them. For instance, there is at least one potential hardware licensee that would be considered a competitor and they are absolutely opposed to any compatibility with Opera (as you might imagine)."

[At this point CaseyK24 speculates Martin means Sega, but there is no response.]

"As I said earlier, 3DO has the freedom to develop and sell any and all types of peripherals like modems."

Johnny1138: How do you envision the 3DO Company's technology impact on the world five years from now? Do you see a dedicated machine in every home, TV, or stereo deck?

"The area we are most excited about is known as Digital Video Disc (DVD). For those of you who are not familiar with DVD, this is a new high density CD-ROM technology combined with MPEG-2 that allows the playback of full length movies with 5.1

"First, [the deal] validates our M2 technology. \$100 million is an enormous amount of money even for a company like Matsushita. Second, it means that the M2 family will be much more successful than Opera [current 3DO]."

AC-3 audio, all from a single CD. To do this, DVD discs have eight times the storage capacity of today's CDs and seven times the transfer rate. Most analysts believe that this is the next great consumer product after the VCR. They are predicting installed bases of 15-20 million units within five years.

"Now the interesting thing for 3DO is that MEI is a leader in defining the DVD standards. In fact, they have the most patents regarding DVD. So here are a couple of interesting numbers: To add M2 to a DVD player would cost a manufacturer about \$100.

To add DVD to an M2 player would cost a manufacturer about \$20. In either case the incremental cost to the consumer to have a combo DVD & M2 player would be minimal. One of the problems the industry has with 32bit technology is that \$300 is still a tough price point for true mass market (the combined total of Sega, Sony and 3DO 32bit machines sold this year in North America will be less than one million units).

"So, if we can

make the consumer's decision to pay only \$100 more for their DVD player to get interactive M2, it is like asking them to pay \$99 for a Genesis. MEI sees this opportunity and also sees a way to differentiate their DVD players from the DVD competition. So like MEI did in building the VHS standard, they are out right now working on getting M2 integrated into other hardware manufacturers DVD plans. Personally, I think this opportunity is far larger than the dedicated 32bit game market."

MKapul: Will DVD be compatible with regular CDs, like the current 3DO?

"With the recent pact between the two DVD camps, CD-ROM and CD-Audio are now part of the DVD standard so there will be complete compatibility."

MKapul: Is Fall '96 - M2 adapter or a stand-alone? And, are you planning to sub-license PC, internet etc, or build and market HW yourselves?

"MEI announced today a standalone and upgrade for 2nd half '96. Right now we are talking to PC board manufacturers, chip suppliers, and ASIC fabs. All are interested in licensing M2 technology for the PC arena. We will have to decide whether

we want to sell products directly, license technology or do a combo of both."

"The good news is that most companies feel that M2 far surpasses any other announced or planned 3D chips for the PC."

Philip2b: What will 3DO do to stem the tide from Sony? - they will be releasing over 100 games. M2 is great, but it's a year away, what do us owners of the M1 have to look forward to?

"As of today, we have 244 titles released. We have lots of hit titles still in store. Some of my personal

favourites are coming like Captain Quazar, PO'ed, Foes Of Ali, PGA Tour, NHL 96, Cannon Fodder and BattleSport plus many many more..."

"You also own the only machine on the market place that is ready for 64bit. Soon the world will realise that the PlayStation and Saturn are 32bit dead

"An arcade M2 system might have 8MB RAM, RGB direct out, a 150 MHz PPC 602 and hard disk... this has 30% more performance than Sega's Model 2 and costs about 80% less. Simply put - it's awesome power with incredible capabilities."

ends. There are over 15 titles in active development right now. Unfortunately, these companies need to get a software license from MEI so it is up to MEI to announce who they are, not us... you will definitely see games at E3."

TEKMINATOR: What are your plans regarding Virtual Reality in 3DO future?

"There are a lot of questions about true mass market VR like the 'hurl factor'. I have seen personally one person lose their lunch after five minutes in a headset... However, one million polygons per second is more than enough to suspend disbelief in a virtual world."

Jak1Crow: What happened to the advertising campaign, what happened to fighting Sony on Sega?

"I am as frustrated as you about the lack of advertising by our hardware partners. The bottom line is that the old 3DO business model didn't work competing with companies like Sega and Sony that use the video game business model. That's why we changed the way we licensed M2. As I talked about before, MEI is now majorly on the hook to make their \$100 million investment pay off. They now feel like they really own the technology. From everything that I have seen so far, MEI is out to stamp out Sony and win big in Interactive. That will be good for consumers, software developers and 3DO."

IG Dan: The sole reason people will be interested in the M2 is purely for games. Can you guarantee us that games are your number one priority?

"When we started with Opera, we thought the positioning should be a multi-media box. We have definitely learned that games are everything. The Studio is now totally focused on delivering the hottest game experience on the planet. Check out *Killing Time* and *Quazar* and see if you agree." □ ssw

3DO Magazine



Sex, Lies and Videogames

SnowJob from Studio 3DO

While Tracy Scoggins is unmistakably *SnowJob*'s 'name' talent, dominating the packaging in scarlet leather and lipgloss, the real driving force behind the game is producer Julianne Appler. After producing the supremely spooky, 15-rated *Killing Time* she plainly enjoys the prospect of pushing the videogame envelope even further with a project she compares to a late-night thriller. Just as many of Hollywood's toughest noir movies came from female scriptwriters like Leigh Brackett, Appler feels no qualms about dirtying up interactive movies with some realistic moral grime.

Ironically, Appler actually started out at Disney, during her ten year spell at the company she helped design the hugely ambitious EPCOT centre. After mapping out Disney's vision of the future, Appler moved on to ILM to research Disneyesque attractions for George Lucas. At 3DO, the environments are virtual rather than real, but Appler claims not to see that much difference between software engineers and the more oil-stained variety!

On *SnowJob*, the distinction is especially fine since there's absolutely no rendered art – all of the sets and objects are real. To avoid unconvincing transitions between FMV footage and interactive game environments, *SnowJob* uses a brand-new 3DO technology called Easy Squeeze. The way this works is that a set is first constructed for the live-action shoot. To turn it into an interactive game environment, a camera is placed in the centre of the set and a series of photographs taken through a fish-eye lens. These are then digitised and stitched together to form a 360° picture. This means when you click to turn left, the scene will pan in full 3D – a quite stunning effect. The technology is similar to Apple's QuickTime VR, previously seen

STAR APPEAL

It's not difficult to see why Tracy Scoggins won the role of Lara Calabreze. The Texan mega-babe actually started out as an international model, appearing on magazine covers across Europe – as well as playing in a French all-girl rock band. A year later Scoggins decided to become an actor and moved to Hollywood. Although she's featured in Hollywood movies such as *Dead Space* and *In Dangerous Company*, Scoggins is best known for glamorous TV roles such as Monica



After a series of witty, state-of-the-art edutainment titles, Studio 3DO is now applying its multimedia talents to a 17-rated adventure starring mega-babe Tracy Scoggins. We take you behind the scenes of *SnowJob*.



on 3DO with the exploration of *The Daedalus Encounter*'s CGI sets, but *SnowJob* provides a far more convincing illusion due its use of real sets.

NEW YORK NIGHTS

SnowJob's scenario has you playing the role of NYPD detective Jock Lamont, a former lover of Assistant DA Lara Calabreze. As her 'one

Colby in the Colbys and Dynasty. The grown-up ambitions of *The New Adventures Of Superman* was signalled by her glamorous gossip columnist, Catherine 'Cat' Grant, who vamped through Season One in some very skimpy outfits.

In *SnowJob*, Scoggins plays an Assistant DA threatened with death by druglords. She also happens to be an ex-flame of the main character, Jock Lamont, and some lingerie-clad shots indicate the old relationship has not entirely died out. On set for six days in Atlanta, there's no doubt Scoggins is the star of the project. Roll on the M2 sequel is what we say!

Above, Lamont with Assistant DA Calabreze. According to the 17-rated warning *SnowJob* features 'Graphic violence involving characters, sexual situations, significant use of strong language and recreational drug use.' Sounds good to us.

woman crusade' against New York's biggest drugdealer brings a predictable response, only you can save her from meeting a sticky end...

The game takes place over seven days with a sophisticated mix of gameplay elements. To collect evidence and vital passwords you're given access to surveillance devices such as long-range shotgun microphones, telephone taps, spy cameras, tracking devices and computer hacking equipment. There are also some twenty characters to interact with, including gang members, drugdealers and strippers. Not all of the confrontations are dry Q&A sessions either, back alley 'talks' can get rather violent and you're at risk of being shot yourself.

Exterior sequences were filmed on location, in New York City, while interiors were filmed in Atlanta. Besides Scoggins, some 22 actors were used in an exhausting fourteen-day shoot that involved working 15-16 hours a day. 45 minutes of FMV footage were produced in all, directed by



Above, Jake engages in meaningful conversation with a suspect while, but uses a more subtle approach with a stripper. Below, the finished game will involve no less than 50 locations and some 31 interactive puzzles. Bottom, night-time shooting in Atlanta.



Below, besides the usual dialogue choices within branching FMV, *SnowJob* also features a host of surveillance gadgets to play with, a bove.

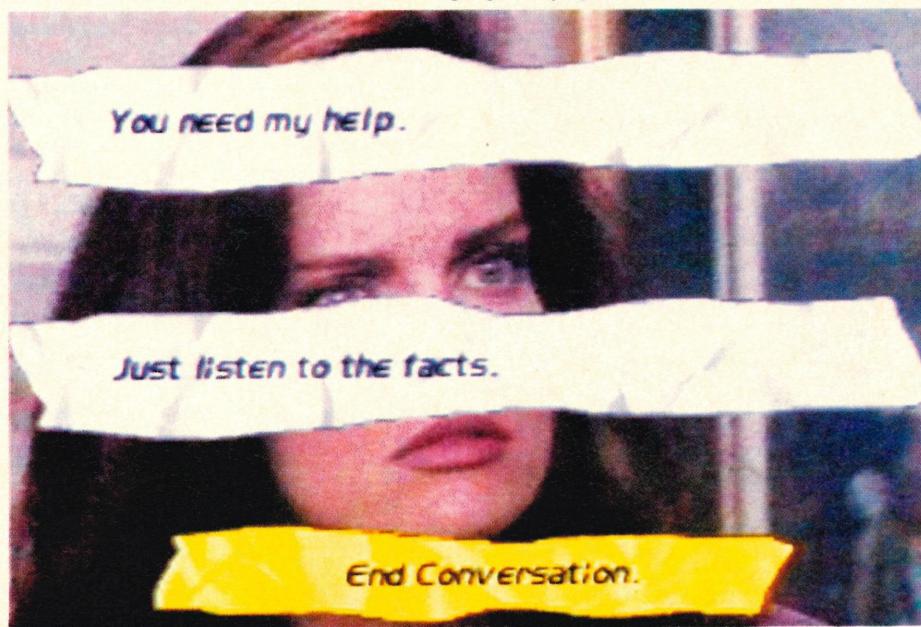


Michael Seitzman. While Seitzman is currently enjoying the Stateside release of his first true Hollywood film, *Farmer & Chase*, he's previously won acclaim on 3DO with brilliant footage for *Station Invasion*.

Overall, *SnowJob* is one interactive movie that seems set for major box office returns. While most games in the genre tend to rely on a single game-style and bland, toned down Hollywood plots, *Snowjob* is an ambitious combination of concepts and technologies with a hard-edged plot that could well match its movie equivalents for adult content. If Appler can bring all these elements together into a package as entertaining and atmospheric as *Killing Time*, Tracy Scoggins could become 3DO's equivalent of Sonic and Mario. Didn't we tell you 3DO games were different? □ ssw

• **SnowJob** is due to be published by Studio 3DO in February/March.

3DO Magazine



3DO World

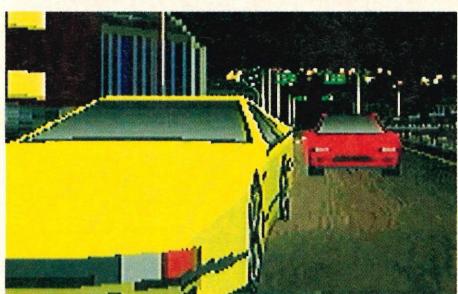
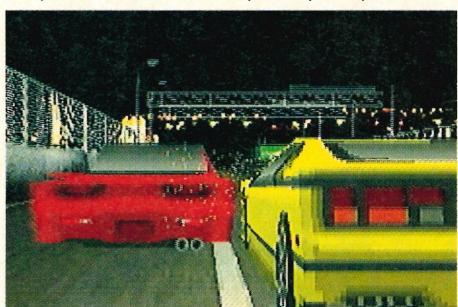
The weird and wonderful from across the water...

Autobahn Tokyo

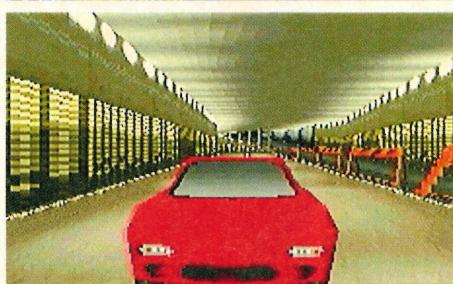
SANAI/Panasonic

While we've always argued *Need For Speed* is the superior, long-term game, there's no doubting the quality of PSX *Ridge Racer*. SANAI certainly seem fans as their new racer nods toward Namco's hit with a similar lack of dashboard and speedo/gear change graphics. Fortunately, there are three big tracks not one, with a choice between a motorway, winding mountain road and race circuit, plus three skill settings.

There are also two game modes: Time Attack unsurprisingly pits you against the clock with no competitor cars, while Championship has you chal-



From Autobahn Tokyo to the epic *Policenauts*, the Japanese software scene has never been so vibrant. As the major software houses gear up for the domestic equivalent of Xmas, 3DO World returns with a comprehensive look at new and imminent releases.



lenged by a rival car and a single obstacle car. There's four cars on offer, with varying torque, horse power, brakes and speed, with a specially tuned supercar as your reward if you beat all three tracks on the hardest skill setting. To view your brilliant performance, you can switch between inside, chase and overhead views.

At the moment, the game is still deep in development. A promised heavy metal soundtrack is still in the muzak stage, while competitor cars are limited to

the intro – although that does use the ingame graphic engine. The graphics lack the refinement of *Need For Speed*, but the game has a lot more frantic, arcade feel. If the rough edges can be polished off, the game could provide a welcome stopgap prior to the arrival of *M2 Racing*.

Out: December [Japan]. TBA [UK]

F1GP

Pony Canyon

Racing games have never been hotter and the F1 licence is a huge boost for this would-be world champ. The licence is made good use of with a full database of real drivers, including Hill and Coulthard for Williams-Renault, 17 tracks and an



F.CHASE

impressive array of pre-race options. As any F1 fan knows, half the skill of the sport is in getting the car's handling just right and *F1GP* lets the player adjust everything from wing settings to steering responsiveness. You can even adjust the gear ratios, but there is an automatic transmission for beginners.

Once on the racetrack, the game's appeal lessens somewhat. Like *Virtua Racing*, the cars themselves are simplistic polygon shapes – but at least the landscape is textured with some amusing mock ads. There's also a comprehensive action replay mode which lets you flick between cars and a multitude of views. Preproduction copies were lacking in feel, but it's quite fast and the addition of flash-up warnings for upcoming curves lends invaluable help.

Out: Imminent [Japan]. Early '96 [UK]



Pro Stadium

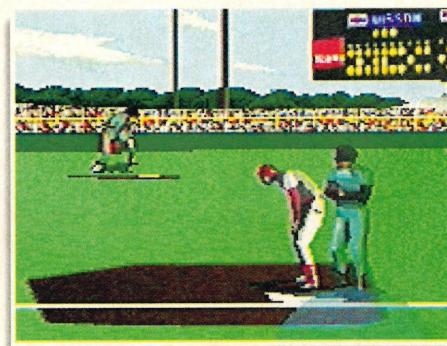
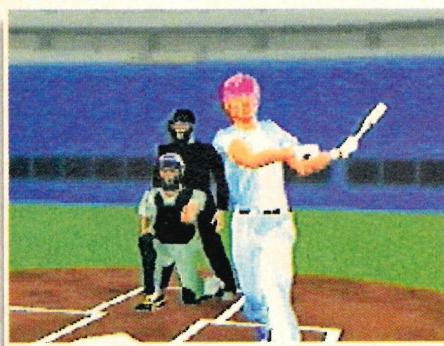
Sanyo

After scoring a Japanese mega-hit with *Striker*, Sanyo have now moved on to baseball. The rendered intro is impressive, but ingame graphics are almost as good. Watching the huge, rendered 3D figures pitch, swing, run and slide is superb – especially with the screen panning, zooming and rotating to keep everything in view. There are 12 teams to choose from, each with their own wacky logo and home stadium, while gameplay is open for one or two players. If the finished game ups the frame rate, this could be another home run for Sanyo and a



great UK license for Panasonic to pick up.

Out: November [Japan]. TBA [UK].



Goal-Field Hunter

NHK/Carrozzeria

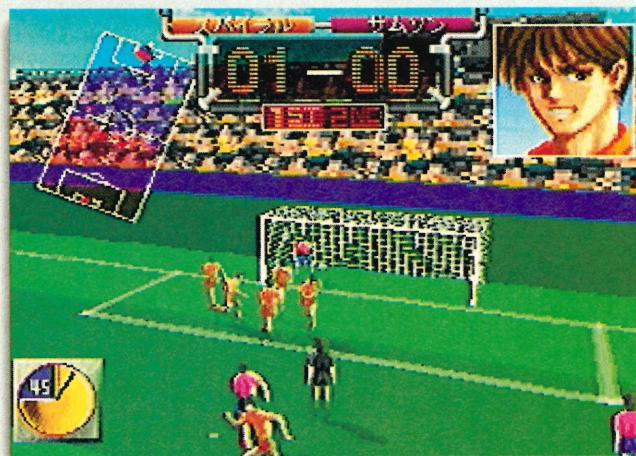
Based on an animated film of the same title, this almost seems to be more of an adventure than a game. After a lengthy intro, showing our hero to be a young, scruffy kid, he begins his slow transformation into an international mega-star via foot-



ball. As he progresses through various training sessions, such as penalty shoot-out trials and two-on-two contests, the story is moved on with slideshows of yet more superbly drawn, minimally animated cartoon pix. Even during play the adventure continues: scoring a goal will bring up various grinning faces, while the CD spools vocal congratulations.

Ingame graphics are reasonably good and the camera perspective uses a similar approach to SNES *Super Soccer* – rotating around depending on which way the match is going. It worked reasonably well on *Super Soccer*, but *Goal-FH* is too slow and simplistic to be anything more than a novelty – even with a *FIFA*-style eight-player option.

Out: Now [Japan]. TBA [UK].



J-League: Virtual Stadium: Professional Baseball

Electronic Arts



While initially not as visually stunning as *Pro Stadium*, the more subtle graphics are ultimately more realistic using the same 3D system as *FIFA International Soccer*. The attractive Japanese version features a comprehensive rundown of the J-League teams complete with pictures and stats of the players. A US version is inevitable but, sadly, there appear to be no plans as yet for a UK version. Doesn't anyone remember just how big Ocean/Imagine's fabulous 8bit baseball game was?

Out: November [Japan]. TBA [UK].



Super Street Fighter II: The Animated Movie

CAPCOM/Panasonic

The latest in this ever-expanding series is based on the full-length cartoon just released in Japan. By all accounts, this is a lot better than the *Van Damme/Kylie Minogue* live-action movie and features all the characters to date, plus the new *Cyborg* character. The principal innovation in the game is that it includes extensive cartoon FMV footage. The game allows you to closely analyse this and learn moves from it for use while playing.

Out: Soon [Japan]. TBA [UK].



> D: The Director's Cut

Warp

While most FMV-games have been slated, exquisite rendered imagery, imaginative puzzles and a genuinely horrific atmosphere won the original *D* widespread acclaim. The Japanese title, *D's Dinner*, refers to Dracula and is an accurate indication of the gruesome subject matter – cannibalism features toward the end. For the Panasonic UK release, the game will simply be called *D*. Hopefully, it should appear before Japan gets the *Director's Cut* which increases the game's size from two to three discs. **Out: January 1996 [Japan]. TBA [UK].**

D2 M2

Warp

This 64bit, second generation title is already being advertised in Japan. Warp's quickstart can be attributed to *D*'s reliance on pre-rendered graphics,



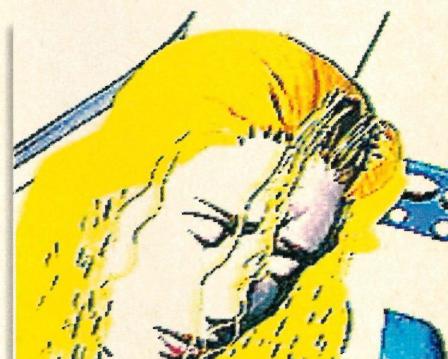
developed on high-end workstations before being downgraded to various consoles. This is perfect for *M2*, its built-in MPEG meaning the images can be recreated without degradation.

The sequel begins with the first game's heroine, Laura, boarding a 747 in San Francisco, 1998.

A slow pan down the aisle reveals rendered passengers as varied as the cast of any 70s disaster movie. As the plane taxis to take-off, complete with superb lens flare effects, the woman suffers flashbacks to the first adventure. But once airborne, she relaxes and the camera pans down to reveal she's pregnant. Her contentment is brief, however, with a thunderstorm

suddenly shooting out lightning. One bolt appears to hit the 747... fade out to a heartbeat monitor, then the *D2* logo complete with foetus.

Out: 1996 [Japan/UK].



Trip'D 2

Warp

This extravagantly presented CD – complete with free metallic stickers and, erh, pictures of the programmers in jockstraps – is a compilation of weird oddities celebrating Warp's birthday. It includes a trainee version of Warp's wacky *Tetris* clone, *Trip'D*, complete with alien wearing schoolmaster's hat, a complete version of *Trip'D*, two new games and a compilation of demos for new games such as *D2*, a two-player *BattleSport*-style game and a bizarre manga movie.

The weakest new game reuses the *Trip'D* charac-

Below and below right, demos for a weird but fun two-player game and a hilarious Manga video. Further right are pictures of a truly Warped *Galaxians* clone and a tough puzzler.

ters in a 16x12 grid of jumbled tiles. As with *Trip'D*, four or more tiles linked together will disintegrate – but here this only happens if you click on them. As the tiles blow up, the remaining tiles fall down according to gravity. You can use the *Deow'Nz* power-up system, but even so working out how to get rid of as many tiles as possible is very tricky.

The other new game injects a heavy dose of *Trip'D* humour into *Galaxians*. Your spaceship can morph between various characters from the original *Trip'D*, each character having its own weapons which range from homing missiles to mega-blasters. *Galaxians* was never that complex a game, but Warp at least add some spectacular backdrops, whizzy graphical effects for power-ups and a map-

based structure so you can choose your own route through the game with some suitably bizarre end-level monsters. Good, if limited fun.

Out: Now [Japan]. TBA [UK].



Blue Forest Story

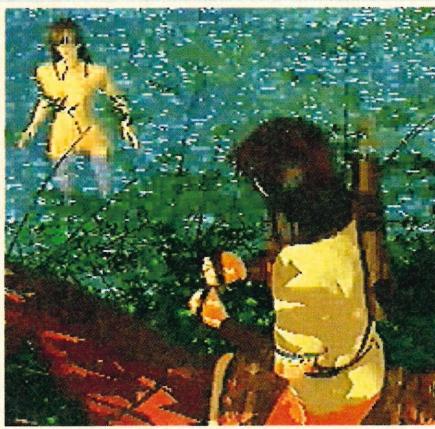
Right Stuff/Panasonic

The lengthy intro inverts the famous 501 ad with it being a young woman going for a spot of scenic, open air bathing. However, as this is ancient Japan, there's no 501s! A young lad on horseback stumbles on the scene, his trained hawk being so shocked it flies off into the mountains where it discovers the title: *Blue Forest Story*. Perhaps the title implies more than it first seems... Probably not



though, the game itself appears to be a relatively conventional RPG. Ingame graphics are nicely detailed with well portrayed combat routines and varied landscapes. If gameplay matches up, this should be great fun.

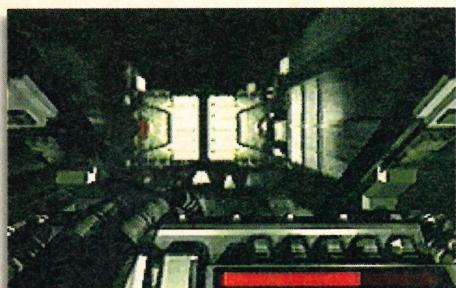
Out: Soon [Japan]. TBA [UK].



Tetsujin II

Synergy

In the UK, the prequel went by the awesome moniker *Iron Angel Of The Apocalypse*, arguably the best videogame title ever. Sadly, it was wasted on a game notable for the huge gulf between a great intro and dire gameplay, recreating *Doom* with repetitive graphics and a sluggish frame update. The sequel has an even more impressive intro: the sequence where a robot chases after a speeding hovercar is particularly awesome, boasting fantastic



detail and excellent camera movement.

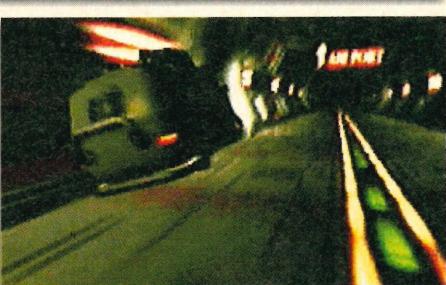
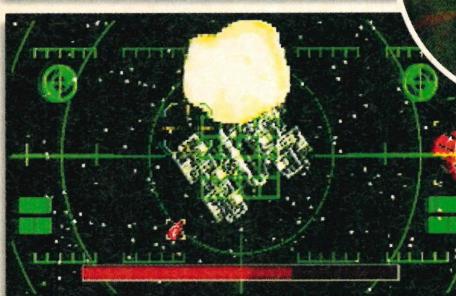
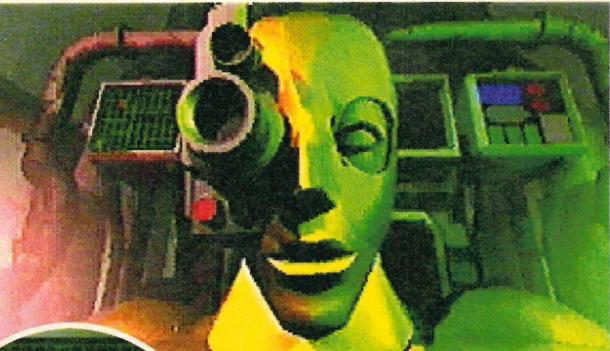
More surprising is the game itself, which seems far more ambitious than before. The first interactive sequence has you at the controls of a spaceship, attempting to slalom between rapidly closing doors. It's a brief sequence, reminiscent of *Sewer Shark* with CD-streamed graphics, but the detail and speed is astonishing.

Simplistic, *Doom* action follows before a FMV-streamed space shoot-'em-up scene, equally simplistic but very well presented. Then, finally, the game gets to its roots with some more serious *Doom* blasting.

Fortunately, this is quite a bit speedier than the original game with some nicely drawn texture maps. You can interact with info screens, trip switches and upgrade weapons. The look is rather reminiscent of LucasArts' *Dark Forces* with some identical weapons.

Overall, *Tetsujin II* is a very, very good bad game. The presentation, concept and graphics are all very impressive. Gameplay, however, is far too easy and ultimately monotonous. If gameplay is toughened up, with ridiculously easy training missions cutdown, promised mega-monsters brought forward and energy made more limited, *Tetsujin II* could more than make up for its dire predecessor. A US version is already being advertised, so expect the UK version soon.

Out: Now [Japan]. TBA [UK].



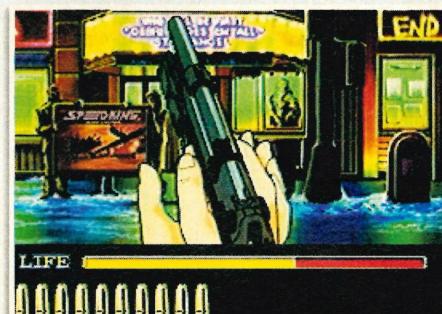
Policenauts: The Next Generation Of Snatcher

Konami

The original *Snatcher* caused something of a sensation on the Mega-CD. An epic, CD-only adventure set in 1998, it had cop Gillian Seed investigating the eponymous villains, who 'snatched' people and replaced them with robots. It had a great, rather seedy cyberpunk atmosphere with plenty of gore as Snatchers were revealed by having their faces ripped off. As an adventure it was rather linear, but the *Bladerunner* feel helped compensate and there were occasional shoot-'em-up scenes.

Policenauts is the double CD sequel set in 2040. You play Jonathan Ingram, a rather mysterious man who was once a member of the *Policenauts*, an elite squad guarding a space colony. After going missing on a routine space walk, Ingram was found 25 years later and returned to Earth where he set up an detective agency.

While it's hard to judge any game which principally involves interrogations and scene examinations in a foreign language, the artwork is great



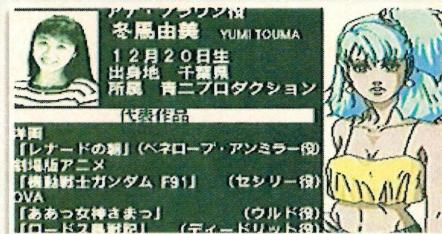
and the storyline instantly intriguing. If you do persist, a lengthy interrogation is followed by an assassination and an exciting alley shoot-out. As you win a fight, your quarry retreats and you're free to examine the scene or give pursuit. It's good fun shooting up the scenery, while swirling mist and the occasional passing vehicle make it all the more involving. Later blast-'em-up sections include a laser battle in space and a *Akira*-like motor-bike scene.

After spending huge sums on the original soundtrack, Konami are known to be reluctant to shell out for an English-language version but Panasonic UK are currently in negotiations to publish the game themselves. We hope they succeed as this could be a huge hit!

Out: Now [Japan]. TBA [UK].



Above: a selection of rapid-fire action scenes that require snappy reactions. **Below:** bio on both the character and the actress providing her voice. One way of judging the game's importance in Japan is a lavish 'Pilot disc' that shows every aspect of the game's production.



A QUESTION OF STANDARDS...

The biggest divide in videogames isn't between 3DO and its rivals, but PAL and NTSC systems. For videogames, NTSC is entirely dominant as it's used by both Japan and America. The European PAL system offers higher resolution, with 625 horizontal lines as opposed to NTSC's 525, but runs about 15% slower. Most consoles are originally released in NTSC versions, then converted to PAL for European release. If you connect an NTSC console to a PAL TV via SCART you'll get a black and white picture – unless you've got a multistandard TV such as those by Sony and, more recently, Panasonic.

Other 32bit systems are security coded not only for different TV systems, but also regions (Japanese games won't play on US PlayStations, for example). This can be a pain as games can take a long time being coded for a new region, or may not be converted at all. Fortunately the 3DO standard is a worldwide one and you can play almost any 3DO disc on any 3DO system.

Most software is written for NTSC systems and, on a PAL 3DO system, automatically adjust its speed and screen size (with small borders). A few titles are written for specific systems, such as the first version of *Way Of The Warrior* (NTSC-only) and some Japanese titles with heavy use of Kanji text. But there are exceptions to the rule of worldwide compatibility.

Nice Body

East Wind Corporations

This bizarre title is basically a one-armed bandit

game, the difference being your objective isn't to line up cherries, but the faces, bosoms and bikini-clad rears of young Japanese



girls. What happens when you succeed we can't tell as we were too bored to find out. You can also use the package 'professionally' to manipulate PhotoCD pics of the girls, but this (thankfully) crashed on our copy.

Out: Now [Japan]. Unlikely! [UK]

Nigel Mansell

Portfolio

Last issue we mentioned the popularity of Japanese erotica Photo CDs – which compile semi-naked pictures of young girls in Page 3 poses – but we somehow neglected to mention more serious releases. Nigel Mansell: Profile Of The Great



F1 Driver brings together a variety of quite extraordinarily dull pictures of everyone's favourite Brummie. As with any PhotoCD title, the 3DO system has built in software to let you rotate and zoom into the pics!

Out: Now [Japan]. We hope not! [UK]. □ ssw

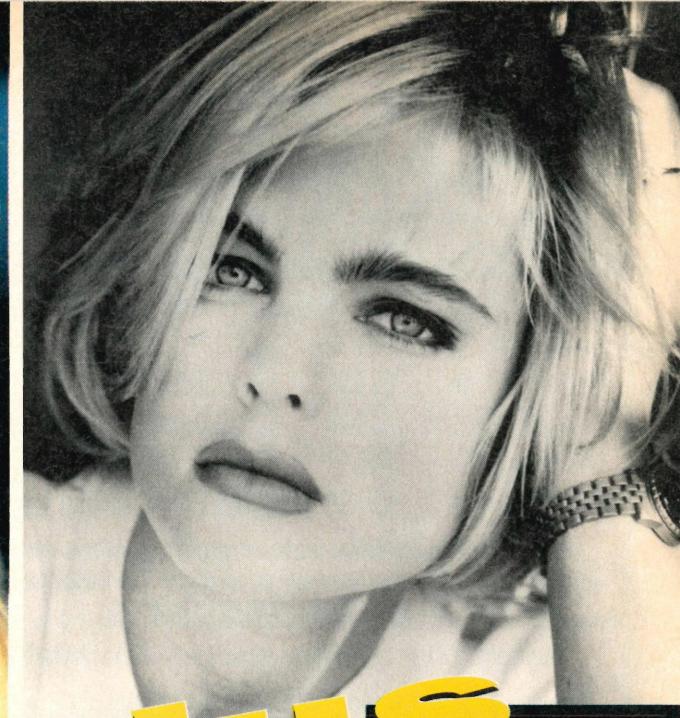
3DO Magazine

Not just a pretty face!

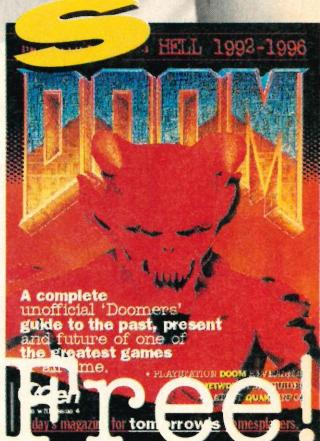
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Lost in Space

Shock Wave 2 from Electronic Arts

Pain. That's how lead programmer Laurent Benes remembers Shock Wave 1. Alone among EA's first wave 3DO titles, Shock Wave was an entirely new design. There was no successful 16bit chassis to build upon, no blueprint for how this leap into the 32bit generation would play. "It was a pain," says Benes.

As Panasonic's factories geared up for a September '93 launch, programmers sweated over games for a shifting spec. "The main problem for us," says Benes, "was that no real game design existed at the beginning since we didn't know what the final machine was capable of." The famous arrowhead fighters featuring in all the promotion for the game, and 3DO itself, were designed with a low poly count as it was thought they might be used in-game – in the event, of course, exterior views were dropped.

Nevertheless, Shock Wave was to be the first entirely 3D game for the 3DO. Initially, the idea was for a flight simulator allowing players to soar above San Francisco's beautiful Bay Area, buzzing over Alcatraz and the Golden Gate Bridge. Fortunately, perhaps, such tranquil visions were soon ditched in favour of an all-out "alien shooter". Vestigial sim elements, such



as the ability to vary height, were progressively removed. "All the testers found the game too hard to control – people wanted a shooter, not a flight simulator. Basically, controlling the altitude is one more parameter to control. This was too much."

Shock Wave inevitably sailed past 3DO's launch date, finally arriving early in '94. Even then there were compromises, a Mars-based coda of five extra

missions was axed to ensure it shipped on time. These missions would later be resurrected by the team as the *Operation JumpGate* data disk.

NEW WORLDS

The time it takes for a major game project provides a stark contrast to the madcap rate of hardware development. The original Shock Wave took almost two years to develop and Benes wanted at least as long for the second generation follow-up. In the event, EA were insistent the game ship for Xmas

"We interrupt this broadcast to bring you a special report..." So began the First Alien War of 2019. Now as EA's cutting-edge blast-'em-up preps for a high impact Xmas return, Stuart Wynne reveals the full story of the *Shock Wave* series.



A pair of A-110 Barracuda fighters loose off a salvo of laserfire in pre-rendered artwork. Note the huge pods for rockets and missiles.

'95 and, reluctantly, the team agreed. "A crazy schedule," says Benes, although there's few signs of short-cuts in the game itself.

Shock Wave 2 is set 37 years after the First Alien War. Aliens have stolen a critical artefact and the starship Cortez has given chase, following them through a JumpGate. The Cortez immediately runs straight into an interstellar war, an enormous conflict stretching across six solar systems and involving three new alien races.

"We tried to really address the key problems in Shock Wave 1," says Benes. The preset flight-path and ICE's repetitive commentary were top of the list. "ICE feedback is possible at any time now, while the area you move in is much [400%] bigger."

The original's ten levels have been upped to thirteen for the sequel, with considerably more varied action. Players get to play with a gun turret, hovercraft and, of course, an uprated space fighter. There's also a selection of missiles, guns and special equipment.



MULTIMEDIA MAESTRO

One of the most impressive aspects of the original game was its revolutionary FMV. Features in papers like *The Sunday Times* made much of the War Of The Worlds storyline which not only mixed human actors and CGI sets, but featured atmospheric news reports echoing Orson Welles famous radio production.

Bob Rossman is confident of making an even bigger impact with the sequel. This will feature no less than 60 minutes of video footage and, unlike the linear prequel, slices up its FMV for branching storylines. Rossman worked on the original's movie animation, picking up directing chores for *JumpGate*, and with the sequel adds co-writing and design credits to his job title. It's work he's brilliantly qualified for having worked in TV and, for seven years, computer graphics with Lockheed.

EA marked Rossman's first taste of videogames with *Madden's* dazzling opening sequence marking an inspired debut. Aside from bouts directing AFTRA actors, Rossman and his two assistants work with SGI workstations. "All of the models for the video were created with *Softimage*," he says. After the brilliant, but poly-limited models Bob Pettigrew designed for the original, Rossman promises 'incredible' models for the sequel from

Eric Holden.

Despite being a much bigger production, Rossman is finding "it is getting easier each time around. The tough part is keeping track of the thousands of frames needed to create so much animation. And then each scene may be built from three to 20 separate scenes, all composited together."

The FMV also had to be tightly integrated with gameplay. "I wrote some scenes that needed certain things to happen in the game," Rossman reveals. "Also, some of the gameplay influenced the story. For instance, the use of the JumpGates came out of the need to move the player around the game. So I used it as an important part of the story."

Stories are definitely Rossman's main interest with some twenty years in theatre, directing plays



like the *Diary Of Ann Frank* and even acting (in drag!) for the musical version of *Some Like It Hot*. "I still act or direct one show a year," Rossman says. "In fact I am looking for one right now... I have years of experience performing in the streets of Portland, San Francisco, and LA. That experience comes in real handy when you're trying to keep a game player's attention, keep them entertained!"



Above, even though there's a total 60 minutes of FMV, Rossman dislikes comparison with *Wing III*: "My video is aimed at being fast, fun and short." Textures inside the Cortez are used in-game for control panels, while all the rooms are tight and dark for a more realistic, claustrophobic atmosphere. "Although this did make it tough for the finale where we have a gun battle with aliens on the bridge!"

MEMORIES OF ORIC

> First impressions of preproduction levels reveal an impressive leap in the graphics engine. Alien landscapes are more detailed, as are enemy vehicles which can get very big, very quick. There are apparently no less than 25 new vehicles dreamt up for the sequel. Benes admits achieving the extra performance hasn't been easy. All of the original code was painstakingly gone over in search of areas for improvement. "One puzzle was how to fit more things in memory, such as a more varied terrain." Also, while the original was mostly developed in C, Benes wrote a lot of assembly functions for the sequel "to speed-up key parts." Despite the dramatic new landscapes and more numerous objects, the

sequel is quick and smooth with the same nippy 12-20fps as the original.

Benes is no stranger to machine code having started his career in France, programming Oric and Amstrad games while taking an engineering degree. He then spent a time on PCs, before being hired by EA and moving to California where he heads up a team of programmers. Ironically, considering the first game, he's now very impressed by 3DO's developer support. "Among the three platforms, 3DO clearly has the best dev environment," he says. "Then comes the PSX and far behind comes the Saturn."

Unsurprisingly, Benes is excited by the opportunity to use 3DO experience on M2 - "the specs are very impressive. We'll probably see that soon."

One game which should be perfect for it is *Shock Wave III*, but don't expect it soon - Benes has pencilled it in for Xmas '97! In the mean time, *Shock Wave II* will be providing apocalyptic 3DO fun this Xmas. The "all-out alien shooter" has evolved into a surprisingly varied and original package. Constant radio chatter and story-related mission objectives promise to make it a far more involving experience than the original. While there are no plans for a mission disc for *Shock Wave 2*, Benes admits big sales could change that. □ **ssw**

• *Shock Wave 2* is due to be published by EA in December.

3DO Magazine



Above, as in the original game enemy defences such as this force field require brains as much as firepower to unlock. Below, an enemy hovercraft comes into range of your guns. Right, note the jetfighter banking above the hovercraft. As ever, EA's ultra-realistic hardware looks like the latest Pentagon dreams made real.



M-1C 'Big Ben': Being able only to rotate and elevate guns, however powerful, might be boring, but the action is intense. Below, you are providing covering fire for a scout sent to examine a downed ship. [4 levels in total.]

H-3 'Typhoon': The hovercraft is a natural for the Shock Wave graphic engine. Most levels are in open terrain, but here you must manoeuvre past patrolling enemies. Slip and you'll fall into lava! [Six levels in total.]

A-110 'Barracuda': The F-117 Heavy Fighter has been replaced by an even more formidable vehicle with awesome firepower. Here, it executes a tight turn over a polar wasteland. [Three levels in total.]



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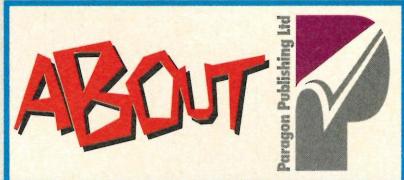
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All the latest games reviewed and rated by the 3DO team...



Star Fighter artwork by **Dave Colledge**

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Here at 3DO Magazine, you can be sure that our scores are delivered after hours of painful deliberation, often with experts from other magazines called in to help on specialist titles. However, they are only a guide, and (despite what Mark thinks) we're not infallible: other people may have different opinions. You should also remember that we're a totally independent magazine and our opinions in no way reflect those of The 3DO Company. □ **ssw**

Highly Recommended
3DO Magazine
Review

3DO Magazine ratings:

★★★★★ Highly Recommended

A stunning title, bound to please everyone

★★★★ Generally Excellent

A very impressive game that most people will love

★★★ Very Good

A solid, playable game which is good within its genre

★★ Average

May appeal to some, but approach with caution

★ Poor

A badly flawed title

StarFighter

Publisher: Studio 3DO © TBA **Developer:** FedNet/Krisalis **Save Game:** 6 SRAM slots **Price:** £49.99 **Available:** Now

While games like *Wing Commander III* almost seem more preoccupied with the scenario than gameplay, *Star Fighter's* presentation is surprisingly ramshackle. The manual is an irritating riff on a drill sergeant's hectoring and the FMV intro while slick, seems disconnected from the game itself with an uninvolved training scenario. It doesn't matter though, because the game's objectives are simple: destroy everything and rack up those high scores.

There are 60 missions in all, split into four inverted pyramids. You start at the bottom and as you progress, difficulty increases but each tier offers a bigger choice of missions. Get stuck on one and you can try another, hopefully boosting your firepower along the way.

The game itself is an inspired mix of arcadia, simulation and sci-fi blockbuster, each element contributing what's needed to maximise playability. A particularly brilliant example of this is the control system. Unlike a sim, there's no throttle, just an arcade-style thrust button, but there's also realistic gravity and aerodynamics. The feel of the ship is taut and nervy, totally dynamic, and as you get used to the game you find yourself constantly riding on the limits of controllability.

To best appreciate the superb handling, 'chase' rather than 'cockpit' offers the best perspective, allowing you to judge your ship's positioning to the last pixel. Dipping under raised pipelines and flying between skyscrapers at 90° is simply lunatic fun, unlike anything else you've ever played before.

The controls are perfectly matched by the most dramatic 3D landscapes yet seen on 3DO. While the Archimedes version was essentially flat, the 3DO version is more curvaceous than the cast of Baywatch. Each planet is lovingly detailed with hills, valleys, canyons, lakes, roads, rifts – even the ocean undulates for an extra frisson when skimming the waves.

The rollercoaster trip of high-speed, low level terrain-following flight is a key part of gameplay as *Star Fighter* is outfitted with the fiercest, most intensive and gaudily spectacular defences ever seen. There's laser turrets, air-to-ground missiles with glowing engines and twisting contrails, submarines, aircraft carriers, satellites, space stations, space cruisers, maddeningly persistent interceptors and even tanks. Add in your mothership, plus a half-dozen wingmen, and you're set for the most epic space battles since ILM went a little loopy in the last reel of *Return Of The Jedi*.

This could all add up to a very frustrating experience if the enemy's logic was chaotic but, fortunately

In 1988, Carrier Command and Starglider II suggested the 16bit revolution presaged a new Golden Age of epic 3D games. Yet the games which followed rarely hinted at, let alone equalled the brilliance of those inspired trailblazers... until 3DO *Star Fighter*.

ly, FedNet have programmed the enemies with fair and realistic attack patterns. Learning how to outfox them is excellent fun.

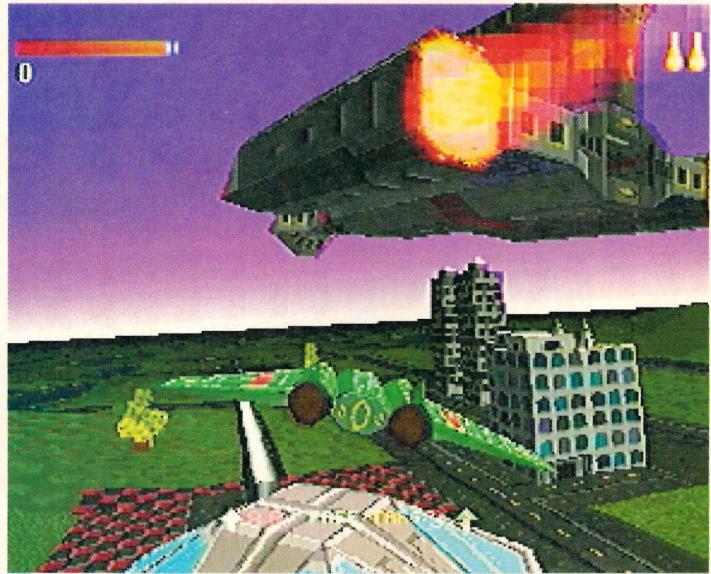
For example, you've got six or so fighters swarming on your tail and no air-to-air missiles. What do you do? You go real, real low, jinking and diving through the hilliest terrain you can find with missiles exploding all around, shrapnel arcing into the air as fire races across the terrain. One by one you can pull the fighters into the ground presuming, of course, you don't misjudge one of those hills yourself... Or if that's too easy, why not take them into a heavily defended ground installation.

Dodging around with a sky full of missiles and fighters smashing into their own defence installations is awesome fun!

Time and time again, *Star Fighter* blows your mind with the brilliance of its design. Say you're racing to defend your mothership from enemy fighters. You spot your ship on the horizon and start homing in. How do you tell where the far smaller fighters are? Do you use the map? No, you simply watch where the mothership's lasers are firing, then follow them until you find the fighters.

While the missions all basically involve destroying something, the varied landscapes, defences and your own, snazzy new weapons constantly demand updated tactics. Unlike *BladeForce*, missions are perfectly judged in size for that 'just one more go' hook. Time melts away as you try out some new idea in this huge, immensely challenging mega-game.

Overall, *Star Fighter* is more outrageously and immediately entertaining than any game or sci-fi

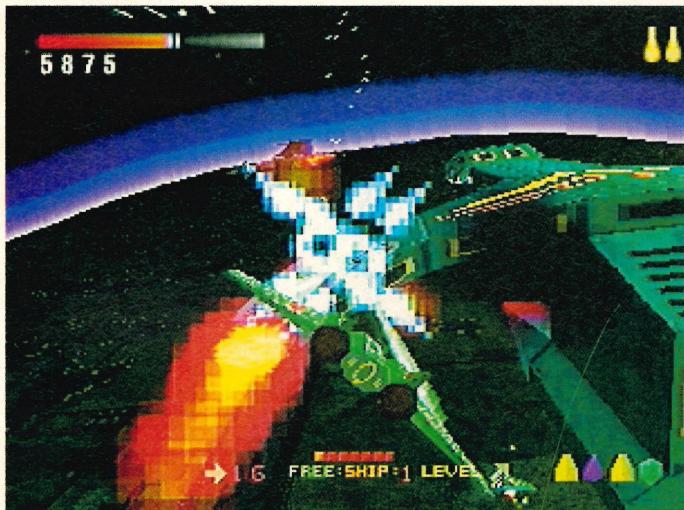
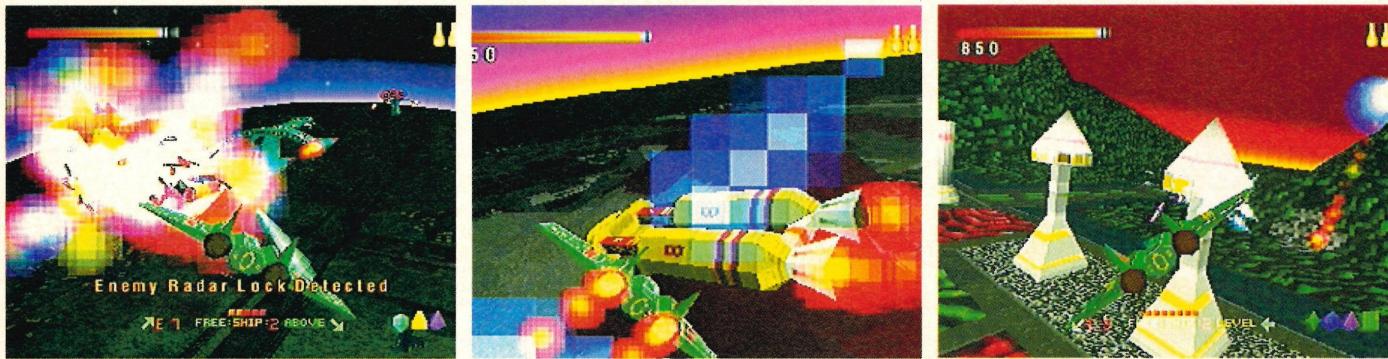


Above, your mothership swoops low in a scene which would do ILM justice. The immense size of cruisers is proof of Fednet's utterly awesome 3D engine. Below, swooping down into a heavily defended valley on a mining planet. While the rockets are harmless, red-tipped SAM sites and the yellow aircraft hanger definitely aren't.



flick for the last eight years. Personally I couldn't care less about M2 coin-op conversions, the fact FedNet are planning their first M2 contract ensures my order for the 64bit upgrade. In the meantime, have no doubt this is the most ambitious and enjoyable 32bit title around. □ ssw

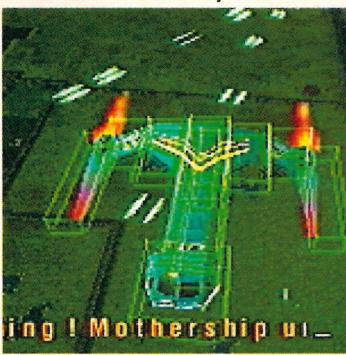
3DO Magazine rating: ★★★★★



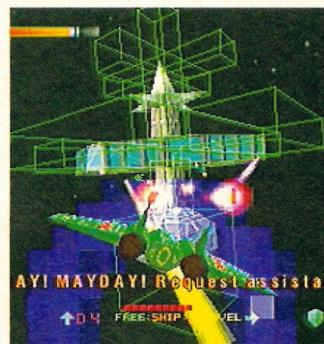
Top and above, closing in on a convoy of enemy cruisers. The immense size of such craft is mind-blowing. Note the plume of black smoke coming from the left wing. Below, powered up with four wingpods you have huge energy reserves, but can you handle the speed?



Above, team view shows a wingman about to blast an enemy killersat.



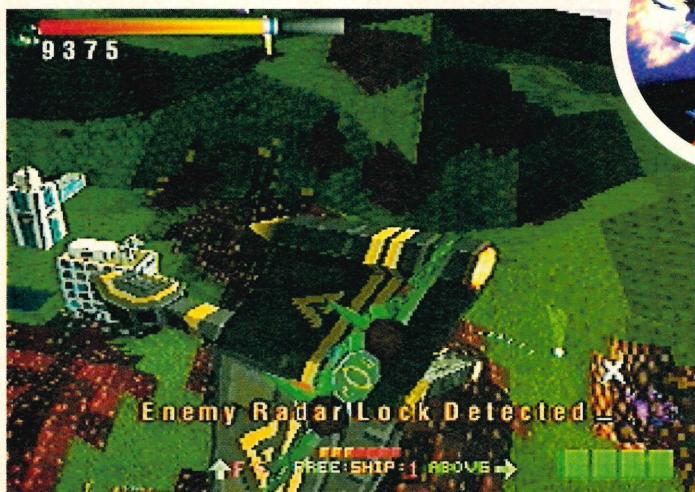
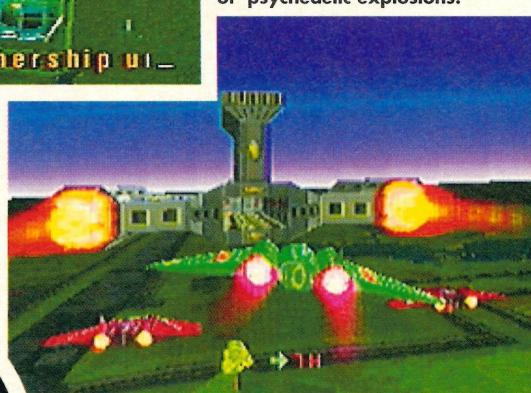
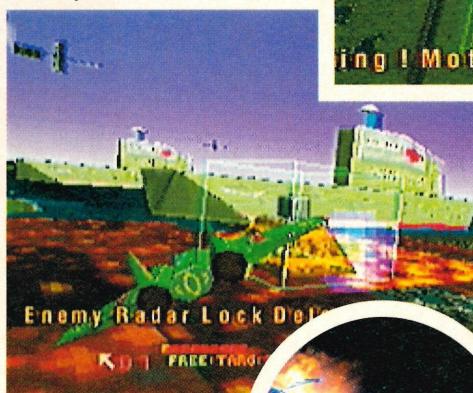
Above, this awesome planet has a continuous bombardment of fiery meteors. Below, your air-to-air missiles lock onto a spacestation while one of your wingmen radios for help.



Below, docking is a great test of your piloting skills. Note red wingmen flying in formation with your mothership. Bottom, blowing apart an enemy base in a cascade of psychedelic explosions.



Below, this giant enemy cruiser is unusually low and vulnerable to attack. On the right, a pair of enemy aircraft carriers protected by rather low killersats.



Phoenix 3

Publisher: Studio 3DO © TBA **Developer:** Gray Matter **Save Game:** 6 SRAM slots **Price:** £45 **Available:** Now

Perhaps because it's already such a melting pot of game styles, *Phoenix 3*'s FMV is surprisingly welcome. Otherwise disparate elements are enjoyably glued together with movie snippets unusually well integrated with ingame graphics. When you first see the platforming game its high quality visuals, including an expertly digitised central character, make it easy to mistake it for a movie scene. Similarly, enemy ships are instantly recognisable from their movie appearances. Yet while the FMV interludes certainly enhance *Phoenix 3*, the main factor is simply that the games are both very good and complement each other well.

The basic concept is that you've got to gather together pilots and weaponry from various planets. Journeying between the planets involves some frantic space combat, but the planets themselves provide the main challenge with extensive platforming levels. Your digitised sprite is large and well animated, equipped with a powerful blaster and small cluster of grenades. Although the number of animation frames for your hero isn't immense, he's still great fun to control, throwing his weight into huge leaps, crouching to pull off shots or swinging off ladders to fire from awkward positions. 3DO owners have been too long deprived of old-fashioned, ultra-violent arcade action and *Phoenix 3* certainly delivers.

The backdrops are no less impressive, smoothly combining up to four levels of parallax scrolling to stunning effect. The first scene blurs its distant landscape like a movie focusing in on its central characters, a stylish effect which also helps avoid confusing the action. Conversely, the developers aren't afraid to occasionally use foreground effects to obscure your vision, forcing you investigate alleys and secret areas blind, which certainly keeps you on your toes. There's also plenty of fun platformer clichés such as moving and crumbling platforms, elevators and even warps which zap you across the screen with a lightning-fast scroll. Unlike 16bit platformers, the hi-res graphics allow for a truly cinematic look complete with flashy optical effects such as lens flare and subtle lighting.

The most immediate impression, however, is rather less refined. To put it simply, you've never seen such an ugly bunch of monsters. To avoid enemies looking fake compared with the digitised hero, Gray Matter have rendered them on SGI machines so that they seem just as real, as 3D as your own character. The mandible-waving scorpion-spiders will certainly earn a fascinated

The frantic action of *Phoenix 3*'s FMV intro indicates a mammoth melting pot of futuristic reference points, from the claustrophobic, ultra-realism of *Alien* to the overblown operatics of *BattleStar Galactica* and *Star Wars*. Gray Matter have certainly plundered skilfully, a lavish budget and wry awareness of genre styles combining to ensure that *Phoenix 3: The Game* is always as much fun as the movie spliced through it.

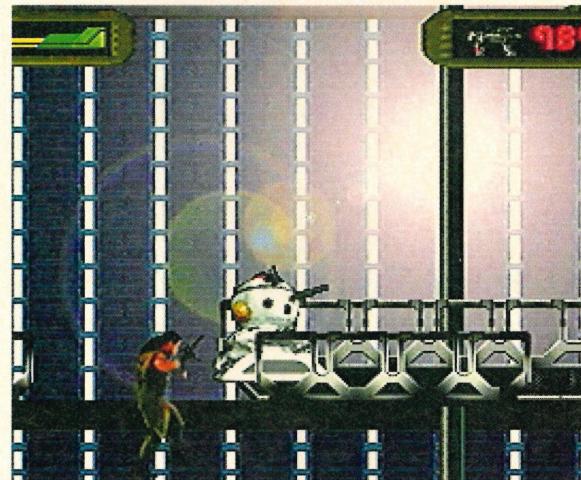
repulsion from insect-phobics. Even more grotesque are the death sequences. Forget the blocky VGA gore of *Doom*, these creatures explode in a photo-realistic shower of viscera, blood and bone that's quite disgusting. The circuit-chucking death-throes of later, robotised enemies are far more palatable. Sadly, Gray Matter still mix in spiders through the entire game – that creep-crawly repulsion is just too good to leave alone.

Level design is equally impressive with all the old tricks reworked to good effect. One planet is a befuddling assortment of warps, testing out your direction-finding instincts, while another is more puzzle oriented with a countdown timer recreating that *Alien* last reel tension. It's no huge leap over 16bit platformers structurally, but the hi-res graphics make it much more involving. Unusually, *Phoenix 3* provokes a genuine emotional response whilst playing – it's terrifying to get taken by surprise in a dark corridor by a multi-legged crawler or gob-spitting jelly. All too often, you find yourself crouched on the edge of your seat, shrieking with revulsion, throwing grenades indiscriminately and generally behaving like a seven year old. Tremendous...

While the platforming, guns 'n' gore levels have no rival on 3DO, the space combat obviously faces comparison with the multi-million dollar Origin epic, *Wing*

Commander III. Surprisingly, it comes off very well – the HUD display is beautifully designed for clarity and realism, action is phenomenally fast and smooth, whilst the various weapons are gorgeous with fabulous, movie-style explosions providing a great sense of satisfaction.

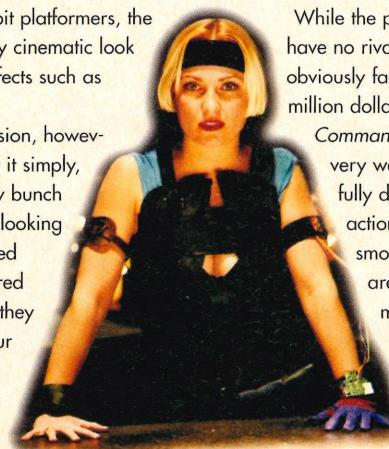
There obviously isn't the huge, sprawling campaigns and variety of opponents *Wing*



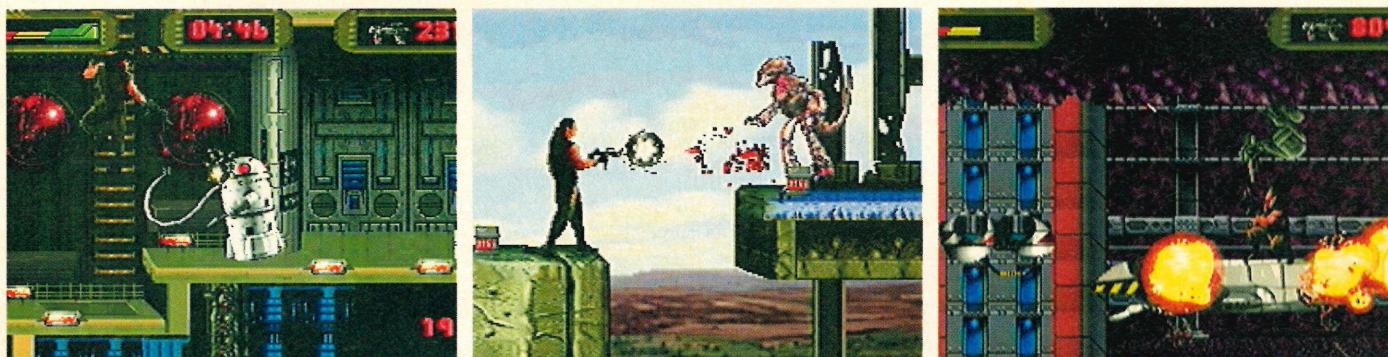
Pushed over the edge of a platform in a location reminiscent of *Star Wars*' Death Star. Who cares about influences when play's so good though?

III boasts, occasionally they do seem drawn out filler between platform levels, but mostly dogfights are furious fun with intense, twisting combat.

Against the odds, *Phoenix 3* is a surprisingly entertaining package. The platforming action, in particular, is furiously addictive. As a *Star Wars* fan, I found the Death Star-inspired *Star Outpost* almost worth the asking price alone with its huge robots, zippy lifts and sweeping vistas. Other levels will have similar appeal to *Alien* and *Klingon* fans, while the space combat is very slick and a useful pointer to Origin about how space combat should be portrayed. Wrap all this up with B-movie FMV, great sonics – V Wave contribute some excellent rock sound – plus an open, branching structure, and you've got a tough, consistently enjoyable challenge. Night time play with stereo sound is recommended for maximum impact, but whatever the conditions, *Phoenix 3* is a smart product that shows off the 3DO to good effect and should be on every one's shopping list this Christmas... if you can afford all these damned good Studio 3DO games... □ mcw



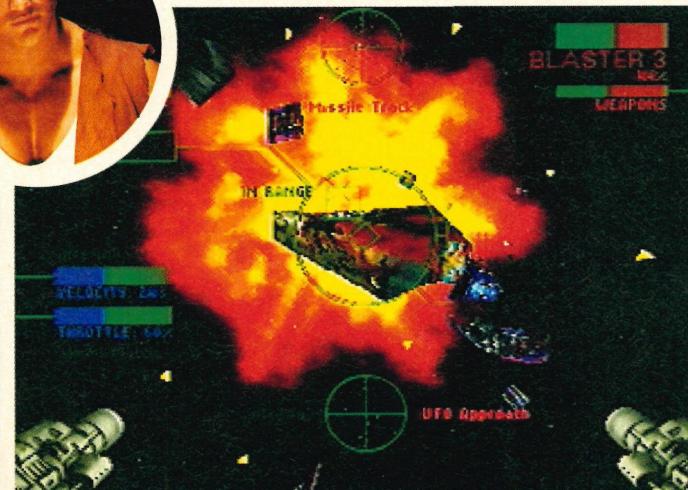
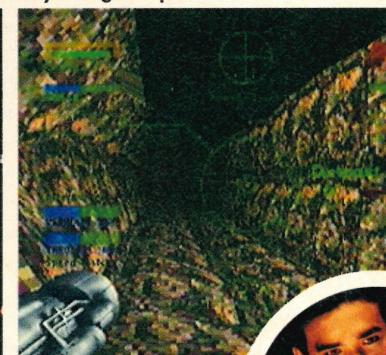
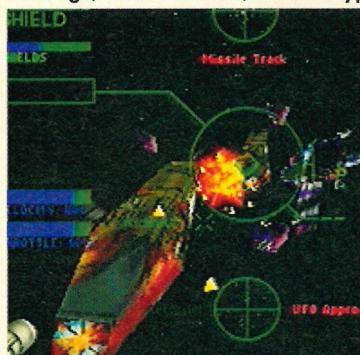
3DO Magazine rating: ★★★★



Top left, a tentacle-wielding robot gets blasted in the head. Top middle, this monster may leap over to attack you. Above, a hover car proves helpful. Left, end level robots launch a punishing assault. Below, Alien inspired mutants, T2 robots and those spiders!



Above, the close in tactics of enemy craft makes for some exhilarating dog-fights, made all the more fun by some brilliant weapons. Watching these twin blasters recoil gives the game a unique feel. Right, a still from the punchy FMV. Below centre, the rather disappointing mini-game, where piloting through a twisting canyon fails to excite. Below inset, your alter ego, Derek Freeman, strikes a typically thoughtful pose...



BladeForce

Publisher: Studio 3DO **Developer:** In-house **Save Game:** 6 SRAM slots **Price:** £45 **Available:** Now

After all the hype about PSX, *BladeForce* delivers a timely demonstration of 3DO power with some of the most sumptuous 3D yet seen. Vast cityscapes recreate the feel of a daytime, fog-draped Bladerunner. The subtlety of the textures is quite extraordinary, otherworldly illuminations locked within brushed steel architecture. Even at extreme close-up, your nose bouncing off a wall, the textures maintain their integrity. All this would be impressive for a leisurely exploration game, but *BladeForce* promises arcade action and at 26fps more than delivers.

The game itself is, unsurprisingly, built around its environment. Not, as you see, an environment of fluffy bunnies and rolling meadows, but an urban warzone of intensive, hi-tech hostility. You must learn to deal with this colossal combat zone, from navigating your way across its huge, sprawling maze-like regions to manoeuvring through the tiniest of gaps to collect a vital power-up. There are six massive levels outlined in the instructions, with the promise of additional levels when those are completed. Each level is split into four colour-coded zones of increasing difficulty, with the last containing the level's crime lord...

The opportunity to make your arrest will not come easy. On level one, the Source cube is secreted within a huge gun turret surrounded, in turn, by yet more turrets. This killing zone is locked within a boxed off maze with yet more turrets, plus tanks and bizarre flying enemies. If you want, you can fly straight there and try your luck. You won't last long...

Far better to spend some time exploring the rest of the level, weakening your enemy and strengthening yourself. The power, shields and firing rates of all the enemies are routed through Sources. Some of these are out in the open and easily collected. Others are

Bite Me! That's the legend scrawled on the hero's mouthpiece. That's the attitude of the developers of *BladeForce*: colossal 3D landscapes, massed gun emplacements, a sky full of attack drones. All at 26fps or more. Bite me!

secreted within vast fortresses, buried under high walls with turrets and towers providing interlocking fields of withering fire.

A head-on attack is not, after deepest consideration, the best approach. Which brings us to Bubba himself, *BladeForce*'s star performer. His control system ranks as one of the game's real gems. The feel is great – simply turning is a genuine pleasure, that superbly detailed landscape tilting and sliding by at 26fps. Unlike *Shock Wave*, you also have full control of your height under a certain ceiling. You can, and must, get right down on the deck. Speeding down skeletal tunnels, metal struts whipping overhead as you shimmy to collect power-ups is great fun. You can also reverse, or even slide sideways, the latter highly useful within conventional banked turns to keep an enemy in your crosshairs.

All this is critical, because the most basic point about *BladeForce* is movement. Enemies are quick to lock-on and pump out a stream of laserfire. To sur-



These swarming, swirling defence drones move amazingly fast and are very tough to get past – maybe if you got a speed-up yourself... The silky update of *BladeForce* is amazing and can cause motion sickness if you don't concentrate!

vive, you must keep constantly moving. Sliding turns, conventional turns, reverse moves and so on allow you to develop your own attack patterns. These must also take account of your weapons, initially a gun (desperately needing power-ups) and weak, short-range homing missiles. You can also collect more powerful, but freefall projectiles such as grenades. All of which you'll need for later surprises such as attractors, repellors, jammers and even a darkness Source!

Learning all this stuff takes time, just the basics take a little figuring out, which is why Studio 3DO have thoughtfully provided a training level complete with huge labels, signs and arrows to make everything clear about the various objects. If you can bear the embarrassment of it all, this is a great introduction to gameplay. Complete the level and the game automatically saves your position, which is cool, and your lives which is irksome. Later on, it makes a tough game even tougher. Levels typically take about an hour to complete and a lot of that



BladeForce's 'Bite Me' Team: from the left, Rebecca Chow (3D Artist), Greg Gorsiski (Producer & Director), Vince Arroyo (3D Artist), Brad Engstrand (Level Design), Ease Owyung (Art Director), Michelle Breiner (Production Manager/Level Design). Absentees: Frank Sandoval (Programmer) and Bill Budge (Technical Director).

DREAM TEAM

If you're wondering how Studio 3DO leapt from *Station Invasion* to mega-game arcadia, check out *BladeForce*'s credits. Greg Gorsiski is the producer, a videogames veteran of some ten years who also spent three years at ILM contributing to *Terminator 2* and *Jurassic Park*. He brought with him Art Director Ease Owyung, who worked at ILM's Creature Shop for 13 years, on films like *The Empire Strikes Back*, *Return Of The Jedi* and *ET*. The foundation for the game, however, is obviously that amazing 3D engine. This was developed by Bill Budge, the legendary character behind *C64 Pinball Construction Kit*, who originally intended to make a flight sim. Gorsiski persuaded him to switch over, however, and the engine is now also being used for 3DO *Decathlon*!

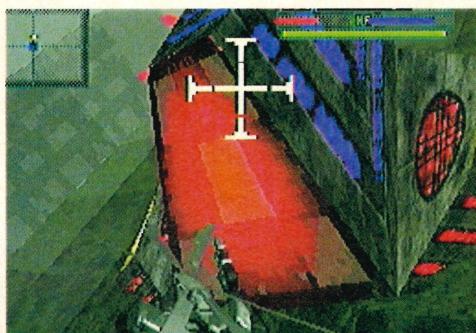




Above, ten flying drones circle above some vital power-ups. Right, on the tail of flying drone. Despite the numbers and large size of airborne enemies, there's no slowdown. However, finding their vulnerable points is a lot more tricky than it looks! Further right, the first mission provides great training for later levels.



Left, one fire tower goes up in flames, but an attack cube is still very active. Each level has numerous fortress like installations with layered defences that must be cracked open via good tactics. Below, the FMV intro is one of the best yet.



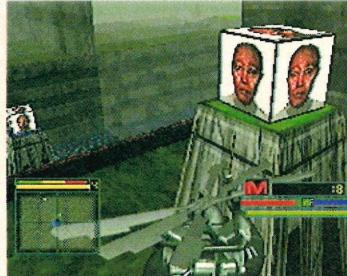
Below, one of the more realistic enemy aircraft turns and rises to attack with yellow laserbolts. On later levels, enemy aircraft become more aggressive and start to pursue you more.

time is spent doubling back to collect health and fuel power-ups. Even if a braindead attack on a Source's defences doesn't kill you, the damage you'll take exacts a stern price in the time it takes to rebuild your energy levels. Some people will get frustrated by this, others may enjoy the strictness. The complete freedom of movement and hidden power-up zones mean there's plenty of scope for the persistent to max out on lives and firepower by replaying levels until they master them.

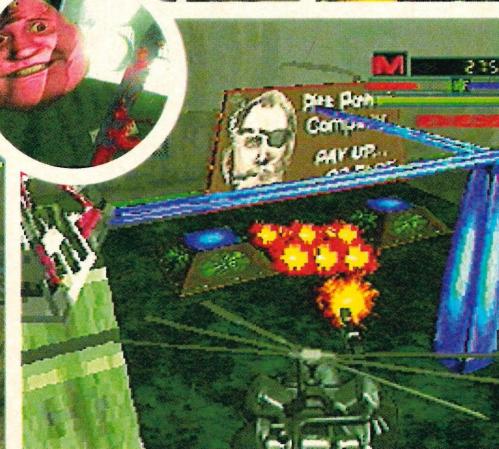
One of the strongest factors pulling you back to the game is the soundtrack. Basically, all you have is explosive FX laid over looped rock guitar audio. But then again, for an all-out blast-'em-up 'basic' does it just about perfect. The grungy rock soundtrack keeps the 'intense' feel even when you're wandering over an already blasted zone. So, basically, if you've got neighbours, pity them. Nintendo's 'play it loud' slogan fits *BladeForce* a heckuva lot better than some whimsical RPG.

If you bizarrely don't like rock, the interface lets you mix the music down low and the FX up, not to mention altering the head-up-display and the control buttons. The game is compatible with a Flightstick Pro and it makes full use of all the buttons with various options.

Even so, *BladeForce* will certainly not appeal to everyone. Its sheer scale mean those who prefer their action carved in short sections and get lost going to the local shops won't like it. For a blast-'em-up, there's an awful lot of tactics over building up weapons, maintaining energy levels and clinically taking apart enemy defences. If that appeals, *BladeForce*'s addiction could have titanium edged teeth. □ ssw



Above, your mentor is the objective on the training mission.



Puzzle Bobble

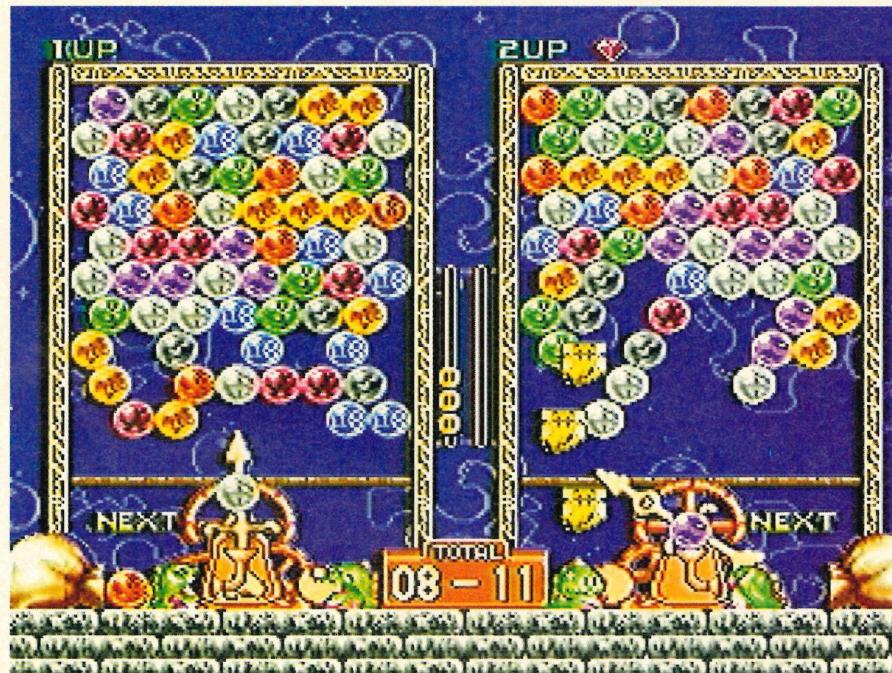
Publisher: Panasonic 01344 853146 **Developer:** Taito **Save Game:** No **Price:** £29.95 **Available:** Dec/Jan

Cranking a bubblegun left/right may seem a criminal misuse of Bub and Bob. Their fliptop heads and springy, scaly legs were made for bounding over rainbows and leaping between ledges, but perhaps even they need a rest occasionally. In any case, previously indiscernible arms certainly get a workout keeping up with this game.

Flipping *Tetris* on its head, *Puzzle Bobble* has you firing the building blocks (coloured bubbles) up to the constantly building block of bubbles at the top of the screen. If you shoot a bubble into an identically coloured clump of two or more bubbles, they prettily pop. At first, it seems quite simplistic as you concentrate on clearing the lower levels. The one-player mode, however, is designed to prod you into a deeper understanding with more esoteric bubble patterns suggesting alternate strategies. A trajectory line helps you explore how to use the walls for ambitious rebound shots. Ambitious players will allow long strings of bubbles to build up, confident they can dissolve the upper areas the bubbles are suspended from clearing a dozen bubbles rather than merely three or four. As in all the best games, you're constantly deciding between safety and risk, the structure always encouraging the latter even if it's often fatal.

Unlike the hit NeoGeo version, the 3DO version offers a variety of one-player modes. One has a descending solid wall – to stop it, you must entirely clear the level of bubbles. Another variation mixes in fun special bubbles reminiscent of *Bubble Bobble* – explosions and lightning strikes clearing huge

Bob and Bub have bubbled their way through a trilogy of classic coin-op platformers with the first recently remixed as *Bubble Symphony*. Unsurprisingly, their entry into the puzzling genre, with *Puzzle Bobble*, is simply divine arcade action.



swathes of bubbles. It's the varied design of the levels that lifts solo play most, however. Unlike the repetitive, random non-design of *Trip'D* or *Tetris* where extra challenge simply equals extra speed, each level of *Puzzle Bobble* offers a distinctly different set of problems. Is that gap really big enough for a rebound shot? If you hang some bubbles off those greens, will a green bubble appear before it all crashes down on you? The game shows you the loaded bubble and the next in line, but what's to follow?

The best fun is still, of course, two-player mode. The main draw is the simple connection between players. For example, when you clear six bubbles, they go into a store and if your opponent doesn't soon clear an equivalent number he gets a little present – of six bubbles randomly being thrown from the bottom of the screen, often entirely ruining some wonderful strategy. So the faster you move, the more bubbles you dissolve, the worse it gets for your best pal – which is, of course, strangely wonderful. Clearing up your own screen whilst watching your opponent sink lower in his chair as



Both players are up against it, above. Close battles only make the game more addictive. Bottom left, even solo play is frighteningly compulsive.

the bottom line of bubbles sink lower is great fun, but disintegrating twelve reds only to watch them shimmer and reappear on his side is a class A high.

As you get better, games invariably lengthen, the balance of power shifting to and fro until the final mistake. Comprehensive options allows you to alter the controls and difficulty level –

Highly Recommended
3DO Magazine
which can be different for competing players. You can also set the number of rounds per game, with an overall record being maintained as you keep hitting the continue option –

"Luck! Sheer luck, now I'll show you!"

In fact, the varied start patterns of the bubbles are identical for each player. It's just one example of Taito's attention to detail in a virtually perfect game. In its genre, it's 3DO's best yet and for sheer addictivity rivals any of its far more technically advanced competition. Bubbles are fun! □ **ssw**

3DO Magazine rating: **★★★★★**

PO'ed

Publisher: Studio 3DO **Developer:** Any Channel **Save Game:** 6 SRAM slots **Price:** £45 **Available:** Now



Top, Turbo robots turn and run as you attack with your frying pan. Amusingly, the nearer death you get, the harder you swipe. Main picture, at it against Arnie with your power drill. Note your hand wiping the blood from your face. Above, the Any Channel maze provides a real headache.

It was way back in April that we sampled the early working demos of *PO'ed*, the debut title from Any Channel. As new discs have winged their way from California over the following months, the game's enjoyed increasingly impressive developments. Now it's finally finished and remarkably, it's exceeded our already high expectations...



Imagine the opening scene of *Aliens* with the Sulaco's team of crack marines chowing down in the mess hall. Now who do you think provides the bacon and eggs? Food replicators? Of course not. Nothing can compare with a five star chef like, well, remember Steven Segal in *Under Siege*? That's you, an acolyte of Delia Smith armed only with a frying pan. Your elite comrades have just been slaughtered by aliens from the Zeta sector. Worse, a 'walking butt' alien has trampled an almost finished soufflé, a culinary masterpiece in the making. The ship is called the USS Pompous, your name is Homer and you're pissed off. Cue close-up for a classic Segal squinted-eyed frown...

PO'ed may be inspired by the *Doom* phenomenon, but it uses id's classic as a launching pad rather than merely a template for cloning. The most radical departure from *Doom* and its imitators is the emphasis on freedom rather than constrictions. For the most

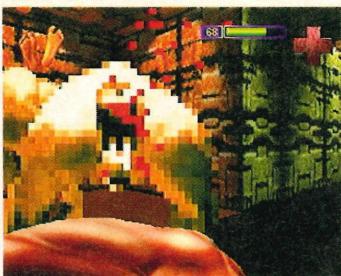
part, excitement is created by a phenomenal sense of space, rather than claustrophobia. Narrow corridors and dark, twisting corners are merely connections between sprawling, alien cityscapes, with towers hundreds of feet tall and bizarre, automated constructions that rise and fall, open and close. Skilful use of texture maps, lighting tricks and transparency effects have created some of the most intricately beautiful landscapes yet seen, that beg to be explored...

Highly Recommended
3DO Magazine

While individually superb, the varied levels also make sense as a whole, giving the impression of an alien planet turned into a vast war machine. Platforms, ladders and gantries connect huge, whirring mechanisms in vast factories. Towering monoliths and skeletal lattices crawling with overmuscled humanoids look like construction sites, while large cylindrical buildings resemble enormous power stations. Elsewhere there's barren, neon-lit apart-



Above and right, the drill is used to grotesque effect on an Arnie and Butthead. Unlike *Doom*'s chainsaw, the drill is a tremendously successful instrument of death, and, obviously, huge fun. Right, the more times you shoot Blob, the more appear to slime you. You've been warned... Below right, flying Turbos are swift and evil.



ments, with coffee and snack dispensers. Everything in the game adheres to a single look and feel; dull blues and greys, mottled browns, it's alien but somehow realistic, often subdued yet also alluring.

The best way to appreciate all this beautiful design is from above, and if you don't fancy scaling ladders, grab a jetpack and soar into the wide purple yonder. Nudge the power to maintain altitude and you can hover wherever you want, admiring the sheer vision of artists who learnt their trade demo'ing high-end graphic workstations.

As the plot indicates, the beginning isn't quite so glamorous and is almost slapstick. You can imagine Segal's eyes being exceptionally squinty as he ambles about on foot, thwacking red meanies with a frying pan while searching for slightly more hi-tech firepower. Wallop lift buttons and doors to activate them, leap across gaps to avoid trouble below, and crane your neck to admire the architecture. Get in trouble and you can even pull off a backflip, although you'll feel so giddy, you might not want to do it again...

As promised by Any Channel from the start, *PO'ed* has been blessed with the properties of a platformer/combat game as well as a 3D adventure. All three disciplines must be perfected to progress. Your sole objective is to escape each of the 22 levels arranged simply, like *Doom*, one after the other. Also like *Doom*, you can save at any time during a

level, which is as well with many taking over an hour to complete.

Moving about is weird at first – leaping and bouncing about in first person perspective is giddy and difficult to judge, there just hasn't been a game like this before – but it's soon second nature. Tackling baddies is even more fun. The frying pan is effective against the weaker characters, but the rock-splitting butts on legs, semi-nude Amazons with lasers and rock-throwing humanoids require more serious attention. A supply of meat cleavers makes long distance mayhem possible, as do the Flamethrower, Laser Pistol and Wailer rapid-fire Gatling gun, but the real fun comes with the Rocket Launcher, Plasma Gun and Meat Seeker. The latter, which rapid-fires fast moving flux balls is tremendously impressive and, like the Rocket Launcher, potentially suicidal if used in close confines. Best of all is a Missile-Cam weapon where you guide your projectiles from a nose-cone perspective!

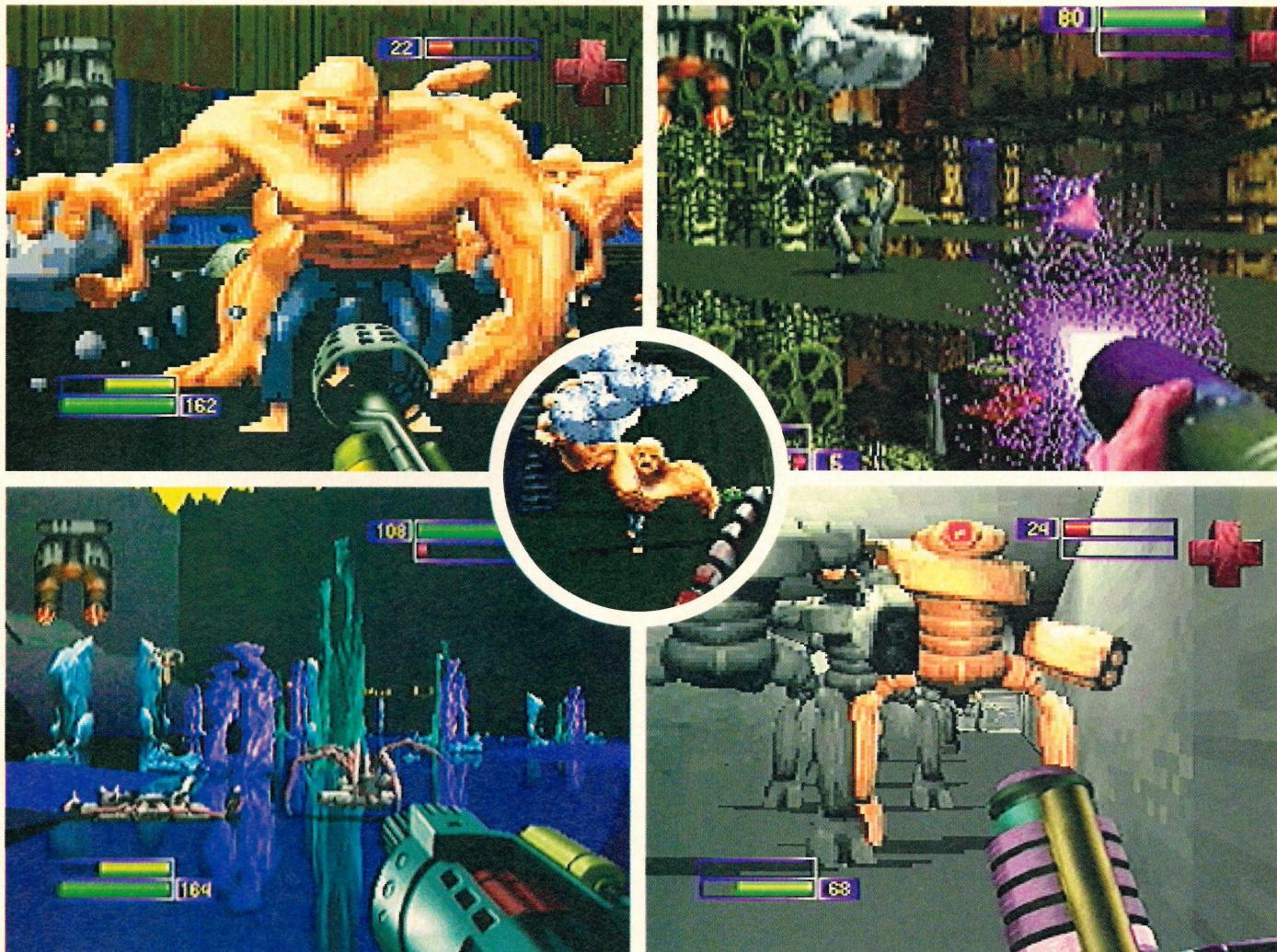
Naturally, the artists make full use of the 3DO's palette to exquisitely realise each weapon as it's held before you. And no weapon is more perfectly implemented than the Power Drill. Apply this to a nearby enemy and as it shudders in your hands, the enemy squirms and blood splatters across your visor. 3DO's transparency effects provide an unusually convincing patina of blood, periodically wiped away by a hi-res hand. It has the same, viscera-dipped black humour

as a Tarantino movie.

Overall, *PO'ed* is just about as much fun as you can have with a video game. Undoubtedly, Any Channel have marked themselves out as landmark game designers. Zooming from the precipice of a tower to a ledge 1000 feet below to blast the guts out of walking butt, only to accelerate straight up again and leave enemy fire below is a quite unique experience, and the addition of huge, truly menacing mechanoids (many armed with jetpacks themselves) is a genius touch.

PO'ed really is something genuinely new. It has neither the elaborate problems of *Killing Time* nor the comparatively straightforward, highly confined action of *Doom*. It offers far more freedom of movement and tactics than either of those games. To a certain extent, its very openness works against conventional addiction. It's not immediately obvious how you play this game and the designers have avoided forcing you down a single route. Yet for more open-minded players, particularly *Doom*-fans looking for the next leap forward, this eerily beautiful, quite ferocious blast-'em-up is a dream come true. This is without doubt one of the very best 3DO titles around, quite something considering the hot titles coming through, and on a personal level, quite the best game I've ever played. Check it out.

3DO Magazine rating:



Top right, incredibly precise, intelligent weapons make long distance attacks a joy. Above, Cypriders are slow but hard to kill.



Far left, a double-barreled Amazon gets too close. Bottom left, an army of robots provide almighty opposition. Left, as well as mammoth environments, PO'ed has plenty of *Doom* style corridor action. Above, as a Turbo fires on you, it's time to select something more persuasive than a frying pan from your arsenal of weapons.

Wolfenstein 3D

Publisher: Interplay © 01235 821666 **Developer:** Logicware **Save Game:** 10 SRAM slots **Price:** £TBA **Available:** TBA

The fact that it's *Doom* everyone really wants (or even better, *Doom II*) makes the arrival of this ancient, ported-over PC hit seem even more galling. It's common sense to release the original before the world-conquering sequels, but marketing aside, why bother with this almost archaic release? Unlike the beleaguered Jaguar, the 3DO has plenty of superb 3D games, not least the gorgeous *Killing Time* (reviewed this issue) and (nearly finished) *Deathkeep*, both offering more sophisticated visuals and bold advancements on the limited gameplay of their unofficial parent.

Well, to compare *Wolfenstein* with any of its more complex successors is to miss the point. It's the extraordinary simplicity of this game that makes it so fresh – even today. Sure, the graphics are dated. The distinctly chunky, dwarfish enemies, although nicely detailed, look remarkably old-fashioned and with no ceilings (apart from the odd, conspicuous chandelier), no stairs leading to dungeons or rooftops and remarkably repetitive levels, *Wolfenstein* betrays its origins big time: a (once) fabulous demo of a (once) brilliant 3D routine, that was to be dramatically overhauled to stunning effect in *Doom*.

Yet despite *Wolfenstein*'s yesteryear visuals, there's still a fabulous game engine tucked beneath the surface. Its blast-'em-up simplicity provides a tonic to genre fans weary of plot-heavy, action-short derivatives. The basic graphics are compensated for – in full – by the blinding speed and fluidity of the action. Rushing headlong through the enemy infested castle, blasting and weaving like a maniac, the game never judders or stalls for an instant. And, like all classic formulas, *Wolfenstein* never cheats or leaves you cursing the game for design faults when you die – it's a completely convincing and fair experience where practice and courage pay off.

Unlike the recent SNES and Jaguar conversions, the 3DO enemy sprites stand up to face-to-face inspection with credibility, their chubby, incensed faces distorting and breaking up very little – essential considering how much time you spend flipping 180° to find yourself touching noses with the war mongering cherubs. And of course, this being the sadist's wet dream, the blood letting is still huge fun, watch the Nazis' screwed up eyes and wincing exclamations as blood splashes and bodies jack-knife to the floor! Arty and stylish, no. Fun, yes. Believe me, a face to face disembowelment of a screaming zombie is a peak videogame experience that can't be missed by any self-respecting gamesplayer. Although sweeping a machine gun

Whilst *Art Data* lumber ever further past *Doom*'s planned release date, *Interplay*, who excelled with their uncluttered port of *Infogrames Alone In The Dark*, have delivered an equally unfussy, faultless conversion of id's fabulous software classic, *Wolfenstein 3D*. Politically incorrect but enormous fun.

across twenty charging guards is a close second!

To get the most out of *Wolfenstein* it's essential you bypass the 'Don't Hurt Me' and 'I'm A Wimp' settings and get straight into 'Hurt Me', where the sheer number of enemies and their intense firepower forces you to enter the psychotic, combative spirit of the game. *Wolfenstein* is about developing an intuitive control of your character and his weapons to kill efficiently, cleanly and

as quickly as possible. It's impossible not to get swept up in the testosterone-charged atmosphere, which is fabulously conjured, particularly by the sparse implementation of sound effects (music should definitely be turned off). German grunts and calls warn of impending danger, along with the distant sound of gunfire or doors opening behind you... it's marvellously done and great in a dark room with the sound turned up full.



The simple mazes and straightforward format mean that it's difficult to get lost or bored. The boxy format of the locations and repetitive scenery can occasionally be confusing, but the map (which is needlessly fiddly to access) soon helps you out of any difficulties. Unlike *Doom*, or more recent variations on the genre, *Wolfenstein* never expects you to find

more than two keys on any one level. There are no warps, passwords or labyrinthine mazes to negotiate. The only thing you have to concern yourself with is finding bigger and better guns, with machine guns, missile launchers and flame throwers providing enormous potential for apocalyptic carnage.

Mega-weapons are essential for the fabulous bosses which round off every completed floor with a tremendous bang. Heavily armed, ferocious and particularly well animated, these are truly fierce oppo-



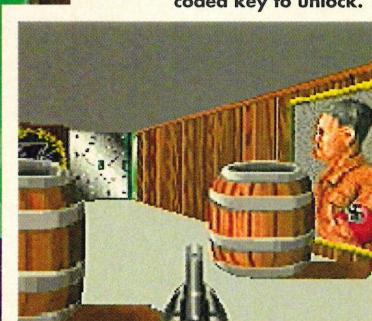
The machine gun is the first upgrade you'll find, and it's something of a relief to holster that slow-firing pistol you start off with.

nents. Their ability to doggedly follow you from room to room makes for some highly strung cat and mouse action, as you rush about finding safe corners to defend before scarpering to top up your ammo. Dispatching them with a few (dozen) missiles is supremely rewarding, and a great reward that keeps you plugging away until the very end...

In fact, the instant addictivity and simple format mean that, if anything, the original game's over too quick. It's fortunate, then, that the *Escape From Wolfenstein* sequel is included – effectively doubling the action available and appeasing any quibbles over VFM. Play it through on a tough setting and getting in and out of that Nazi infested castle should keep you occupied for absolutely ages... maybe until *Doom* arrives, in fact.

Wolfenstein 3D is a classic then, which somehow seems as much fun as it ever did. Those drawn to the slick visuals and spooky, cerebral nature of *Killing Time* may mock its chunky graphics. Rival console owners may sniff at your addiction to such an old game, but videogames are about fun, and there's little doubt that you'll get plenty of that here. It may be pegged an inferior prequel, but it's without doubt the very best inferior prequel around. □ **mcw**

3DO Magazine rating: ★★★

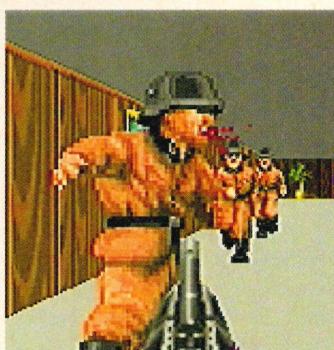
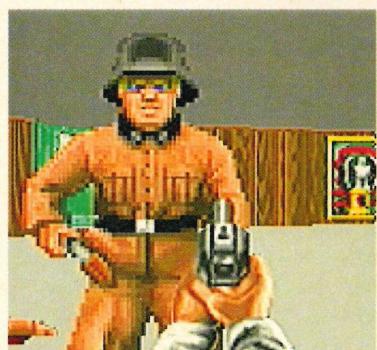


Left, a trooper sneakily hides in the end-level locker, managing to get off a few rounds before you can react. Below, a metal door needs a colour-coded key to unlock.



FLOOR	SCORE	ITEM		AMMO	HEAL
2 - 4	0101800	25	0	105	074

Above, a guest appearance from the little man himself, boasting the kind of technology I'm sure the allies don't know about. Below, stiff opposition.



War Mementos

It's not all murder, you know. Well, it is, but self-respecting soldiers will do their best to escape each level with maximum booty (crucifixes, goblets etc.) plus all the very best weaponry available (top right). The only way to do this is by discovering all the hidden rooms, usually found behind paintings or down alcoves (bottom right). Extra lives can also be found (inset), so it's worth taking the time to explore...



Drug Wars

Publisher: ALG © TBA **Developer:** In-house **Save Game:** No **Price:** £TBA **Available:** TBA

In issue five of **3DO Magazine**, our review of *Space Pirates* suggested that ALG needed to invest a serious re-think into their development of this popular genre, for whilst each of their titles has tweaked the format, the very nature of the gameplay is beginning to pall. The laser gun games make for good novelty action, but there isn't enough longevity or content to warrant collecting the series, and even though *Drug Wars* follows ALG's trend for cosmetic enhancements, it's difficult to see anyone who's sampled the laser gun genre previously, bothering to buy a new title.

This is a shame, as *Drug Wars* is a much more lavish product than *Space Pirates* or its prequel, *Crime Patrol*, with exotic locations, high production values and a fabulous, self-deprecating sense of humour. The intro sets the scene perfectly, with the arch crimelord lounging beside a pool in sun drenched South America, bikini clad babes providing exquisite ornamentation as the Armani overlord taunts you. "We have the drugs and the power," he drawls, stroking the head of a docile babe, "What makes you think you've got the power?" Cue jetski shoot-outs, car chases, explosions and more female flesh than even *Crime Patrol*'s famed strip joint and the trailer is over, a proud testament to the big budget afforded to the game. If you've got that orange six shooter in your hand (which you'll need to have a chance at this game – joypads are just too slow) then you'll feel pretty smug and confident that, indeed, you do have the power, and the postcard scenery of South America is due for a blistering one man war.

It's something of a shock then, to find the first three missions of *Drug Wars* (which must all be completed to allow progress to the next batch) set in the fabulously unglamorous back waters of a small town, **Life's not too hard as a drug crimelord, according to ALG. Except you die young, shot by maverick cops who haven't yet learnt to use handcuffs and warrant cards. Still, it's good while it lasts...**

Ignore rock stars, drugs are the root of all evil, and ALG are offering you the chance to stamp out the traffickers of illegal substances in *Drug Wars*, the sequel to *Crime Patrol*. There's no negotiation to enter and no arrests to be made, in this Dredd inspired gorefest. Just spot the baddies and put them down.

Southern state, with a moronic, blue eyed partner straight out of *The Dukes Of Hazard* and an even dumber female side-kick ("You're dead! That's not good, is it?") bumping around dusty diners and safe houses in a decrepit black and white cop car. Get used to the lowly status though, and you'll enjoy its over the top action. Unlike its predecessors, which injected dashes of humour into the action but essentially played it straight, *Drug Wars* is one long gagfest, the script crackling with one liners, the action scattered with brilliant sight gags, making this just about the funniest game around. Clean up the hick-packed state and you'll be promoted to a plain clothes cop in Chicago ("We shoot first, eat lunch later"), tracking more drug traffickers with your overweight partner, before moving to South America itself, to track down the drug king in an enjoyable *Miami Vice* spoof.

The vast increase in violence, humour and sexism makes *Drug Wars* a much more enjoyable prospect, cosmetically, and the extravagant locations certainly make it look like you're getting value for money. However, the most pressing problem with the title is its phenomenal difficulty, or, more specifically, its downright unfairness. It's not that the game's just got more, faster shooting enemies, it's the sneaky way in which they can be invisible or so small as to be almost impossible to hit with the fairly inaccurate lightgun. Car chases are a lot more common in *Drug Wars*, with you keeping pace and trying to shoot the occupants, but apart from the enormous difficulty of drawing a bead on a fast moving opponent (which is fair enough), *Drug Wars* hides sharp shooters in the back of cars, only making them visible after



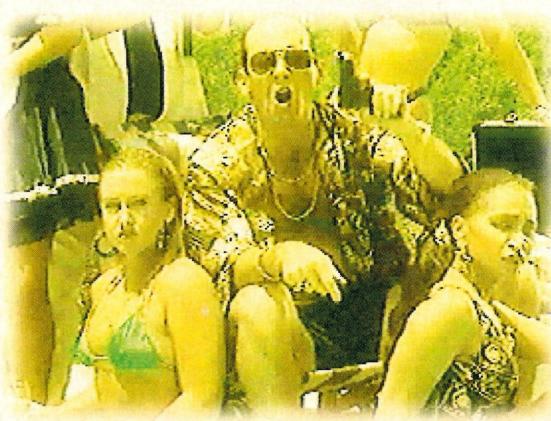
You can look but you can't shoot.

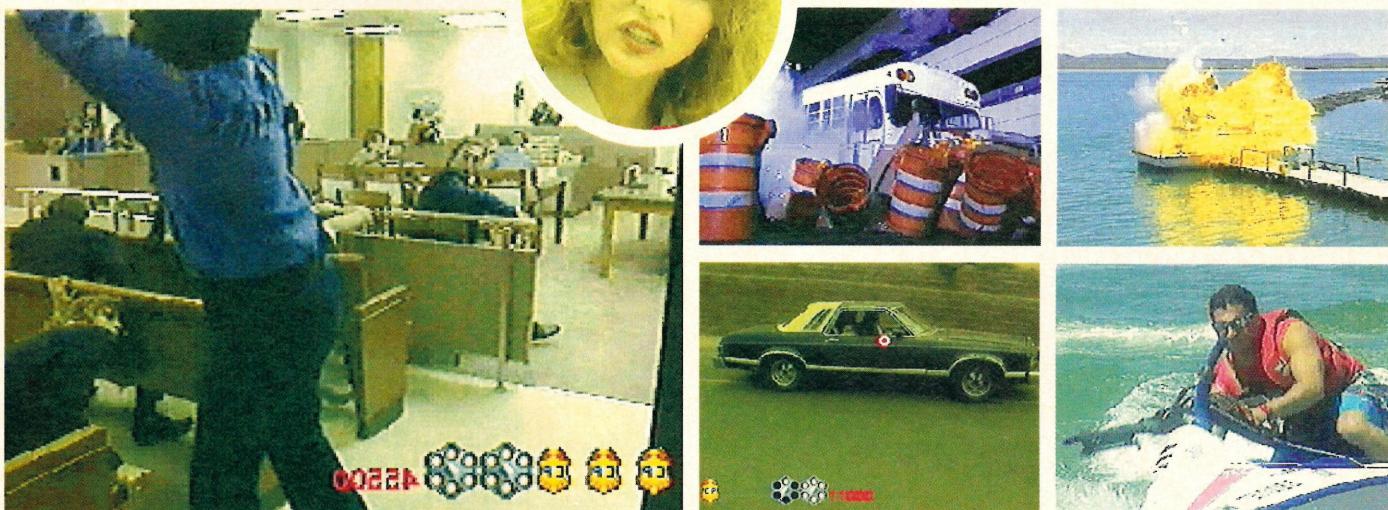
they've shot you. This accentuates the most serious flaw with the genre, that of having to learn the enemy locations through continued trial and error rather than progressing with sheer skill. There's still plenty of randomly spliced sequences, such as a great courtroom scene where civilians will pop up to trick the trigger happy, but these are few and far between.

The difficulty level is also unfairly increased by having much longer sequences, making progress very slow at times. Despite the visual panache of the project, no scene looks good at the thirtieth attempt, and the sense of frustration soon overcomes any enthusiasm for the action. It's just so damn hard, it's impossible to remain upbeat, and easy to start throwing the gun to the floor.

This is a real shame, since every other facet of *Drug Wars* mark it as the best GameGun title yet, the script and direction truly TV quality. But with such sharp frustration on offer, the less annoying *Crime Patrol* seems a much better bet for novices, whilst anyone already in possession of an ALG game should feel little inclination to sign up for such a masochistic experience. Let's hope that ALG's Games For Girls division deliver something a bit fresher with *Madison High*, because I, for one, don't want to see that orange gun for a long time... □ **mcw**

3DO Magazine rating: ★★★





Above, there's no blood in the game (which is a shame), but actors compensate by flying about on ropes to guarantee shot satisfaction. The first couple of times you play, hapless, well dressed bystanders (right) will get shot to pieces, but you soon learn the pattern and remember to save your bullets and get a bit further.



Above, spectacular crashes and explosions lift this a few notches above its predecessors although the car and jetski chases are incredibly tough. Left, another successful mission, and you say goodbye to your partners and head to Chicago.

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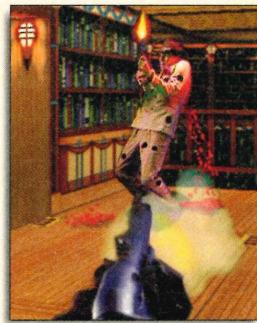
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Psychic Detective

Publisher: Electronic Arts © 01753 549442 **Developer:** In-house/[Colossal] **Save Game:** See text **Price:** £45 **Available:** Now

This ambitious noir adventure begins in the supremely tacky Puka Lounge, Fox running through his act as the 'Psychic Flash' with such utter misanthropy you can see why his 'gift' hasn't got him on Letterman. Foxs surfs through the minds of his audience with utter contempt until he sees Laina Pozok, 'she looked like an angel but she took me to hell.'

The script only rarely attains such wit, but it has a tawdry, macabre vibe which makes it the first interactive movie David Lynch might enjoy. Reoccurring sequences, such as flashbacks to a kid being burnt and seeing his parents make love, resemble the sort of signature motifs which Lynch uses. While there's no particularly graphic erotica or violence, these elements provide disturbing undercurrents. Fox is certainly no angel, while Max Mirage seems like Satan in a polo neck jumper.

Fox is initially hired by Laina to investigate her father's death - small change in a psychic conspiracy which involves the CIA, numerous femme fatales, experiments in Russia and a Californian cult. Max leads the MirageQuest cult, promising relief from depression in return for zombie-like servitude. Max honed his skills within the Black Diamond group, which gave its name to the game that concludes the adventure.

EA claim *Psychic* is the first real interactive movie and there's reason to believe them. Previous games have tried to mimic other genres such as beat-'em-ups (*Supreme Warrior*),



added filmic interludes to a conventional game (*Wing Commander III*) or produced full-scale movies that had mini-games secreted within (*The Daedalus Encounter*).

By contrast, *Psychic* is a bold new concept woven entirely out of FMV sequences.

Think of it this way. Fox has entered an adventure which will almost inevitably carry him to that final confrontation with Max. If all you do is to change the three discs as requested, you'll still run through to the game's conclusion. However, Black Diamond is not some reworked puzzler dropped into the narrative a la *The Daedalus Encounter*. The selection of pieces on offer, which ones you choose and how they interrelate depend on what you do, and learn, over the course of your adventure. If you visit the right places, learn the right bits of info, you can win. If you don't, you'll be reduced to a gibbering idiot.

Winning principally involves your psychic skill. After the intro has run its course, the outer edges of

Psychic wunderkind Eric Fox is no chilly superhuman. At school he used his esp to cheat in exams, while nowadays he uses it to seduce vulnerable women and to entertain drunks in tacky bars. *Psychic Detective* is sleazy noir, produced with revolutionary new FMV technology



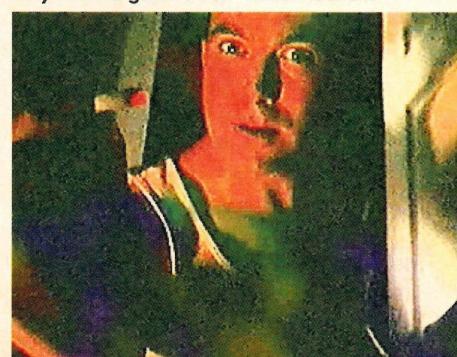
Your entrance into Poznak residence instantly brings up people you can psychically enter. Here, you see the 'emotionally scarred' Laina Pozok 'a little dervish of sexuality and heavy metal gunge' with Sylvia Bourget 'a black widow spider in a mini-skirt'!

the screen ripple and close in to form a window. As the narrative keeps running, options appear in the frame as icons. Upon entering Laina's house, icons appear representing the people you meet and, by clicking on them, you can enter their minds. You can also use your psychic powers to examine various

objects, often keying psychic flashbacks. More conventionally, you'll occasionally be given the option to follow someone or even hit them.

One of the most impressive sequences is where you arrive outside a club. Try entering it yourself and all you'll get is an unusually witty refusal from a ➤

Psychic flashbacks can be triggered by both people and objects. Short, stylish and high-impact they are the game's best visual flourish.





Above, Black Diamond, a game like no other. Each cube represents a character or object, the selection depending on your earlier actions. The relationships between the cubes is oblique and you must pay careful attention to figure it out or you'll lose and end up an idiot (right).



Below, while the game usually tests you with just a few options, occasionally it tries to overload you with only the briefest time to act. Besides five people to psychically examine, you can choose to psychically profile the 'angelic Laina Pozok' or even affect her attitude with aggressive, affectionate and submissive options.

> bouncer. But if you see someone else go in, why not ride in with them? Then as they move through the club, you can jump into the barkeep or even a belly dancer! This, in turn, brings more people into view.

Aside from a few fullscreen scene-setting sequences, the game rigorously keeps to its own internal logic. Jump to the belly dancer, and the screen sways as she dances, her fingers jangling bells before your eyes in the first-person perspective. A particularly impressive trick is leaping between two people in conversation, seeing each person from the other's eyes. The speed of the transitions is amazing, with only occasional, brief pauses.

While the system is pretty lousy for a normal adventure – there just isn't the freedom of movement

you'd expect – it works brilliantly at recreating this psychic adventure. You wouldn't expect to control someone you'd psychically leapt into, while numerous surreal psychic flashes are genuinely unsettling and the occasional options to influence other characters are fun.

There are, of course, some sequences you'll have to sit through over and over. The game can't entirely escape the linear limitations which afflict all FMV games. However, most of the scenes are fairly brief allowing the five hours of film footage to be sliced up for 500 different permutations – 500 different movies. Unlike most games of its genre, it doesn't take long at all to play through a game – especially if you don't pick many options. Yet while this means

it probably won't take long to actually win, there is a 'just one more go' feel to it. Moreover the varied key branching points and multiple endings mean even if you do win once, there's still more to do.

On the negative side, while production values are impressive they certainly don't stand comparison with a real David Lynch film. Aside from the surreal psychic sequences, the game looks like an arty TV movie with variable acting – and encoding. The key draw is simply originality and the off-kilter, mature subject matter. The game's main appeal will be to experimentally-minded adventurers able to get most out of its spooky, imaginative approach. □ **ssw**

3DO Magazine rating: ★★★★

BEHIND THE SCENES

On October 12, 1995, *Psychic Detective* became the first videogame to open a major film festival. Mill Valley's decision was a prestigious reward for a game first dreamt up in 1987 – by EA producer Jim Simmons. A former Hollywood special effects technician, who'd also worked on Nolan Bushnell's famous robotic cats, Simmons realised the technology to realise his concept didn't then exist. *Psychic* was finally greenlighted in March '93 as part of EA's decision to back 3DO.

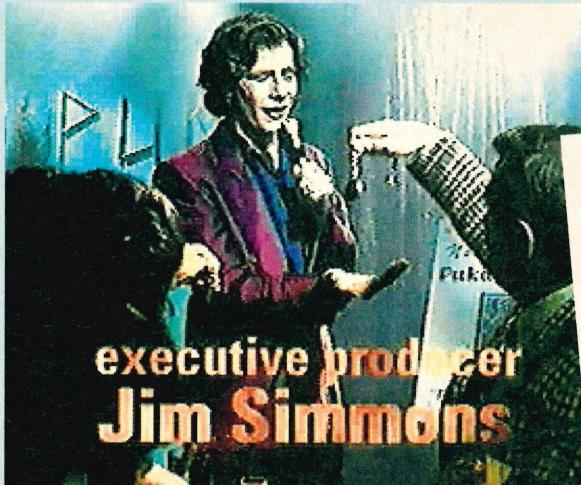


While Simmons was confident about the game side of things, he felt the project needed an experienced film or TV director. Initially, he forged a con-



tract with John Sanborn, an Emmy-winning director and experimental video artist affiliated to (Colossal) Pictures. As the project grew, it was decided the whole company needed to be involved.

(Colossal) was founded in 1976 principally for advertising work. Clients include Nike, Coca-Cola and Sega with the company winning every major advertising award going. More recently it has become involved in movies, producing the opening credits and montage for Bram Stoker's Dracula,



Above and left, Peter Chung's ultra-violent, fetishistic *Aeon Flux* was one of the major hits of Colossal's Liquid Television series for MTV.

plus sequences for Natural Born Killers and Tank Girl. It's also got strong pop connections; besides pop videos for artists such as Peter Gabriel and Joe Cocker, it produces the Liquid Television series for MTV.

"They know what it takes to invent new techniques," Simmons enthuses, "how to work with software engineers, and painstakingly craft an audiovisual experience frame by frame, element by element." For *Psychic*, (Colossal) used a Hollywood production crew for a live-action shoot in San Francisco. There were about 30 speaking actors, about 100 extras and a production crew of 30. All told, about 180 people worked on it.

Although the shoot involved professional, AFTRA actors a conscious decision was made not to hire the star names that frequently headline 'interactive movies'. "Five hours of video isn't

cheap," explains Simmons, "and we needed every penny of the budget to go into the size of the game, not the surface."

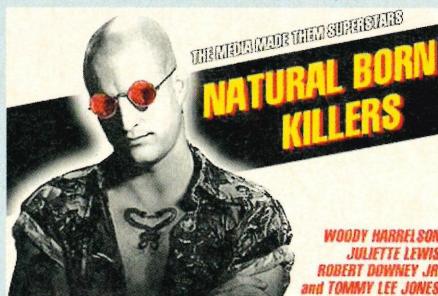


The scale of the project placed immense pressure on the game's design. In a conventional game, new elements can be knocked up by inhouse artists, but *Psychic*'s live action shoot effectively ruled out such last minute additions. Prior to the shoot, EA assembled gamers to play the game on paper. Scriptwriter Michael Kaplan also visited EA's offices to spend two days playing the game with various people. "This allowed Michael to uncover some scenes that weren't quite working," says Simmons, "to move some clues around, and to alter the values of some of the game token."

Kaplan started out writing for TV and Hollywood (he co-wrote *Illegally Yours*), before teaming up with Sanborn for the multimedia LaFong team. In 1994, he won the Grand Prize at the Quicktime Movie Festival for the interactive *Undo Me* music video. His ideas were a key part of

Psychic's development.

"The hardest part," says Simmons, "was constantly working together to bridge the gap between



WOODY HARRELSON
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and TOMMY LEE JONES



our different disciplines." The almost seamless way the varied elements merge in the finished product has resulted in an entirely new type of game. "*Psychic Detective* is defining the future of this industry with interactive fiction that is responsive to the viewer," says Sanborn. "We've mixed together 500 movies, incredible sound and extensive electronic processing, so that every time you 'play' the movie, you discover new sequences, new materials – and an entirely different movie path. It becomes the movie you want it to be."

Killing Time

Publisher: Studio 3DO © TBA **Developer:** In-house **Save Game:** 6 SRAM slots **Price:** £45 **Available:** Now

Step through the door with *Killing Time* and you're not so much entering a shoot-'em-up, as a full-blown mystery adventure. Its scenario plays on the glamour of 1930s America, a time when the robber barons accumulated untold wealth while the majority suffered crushing poverty. Tess Conway, much like the real J.P. Morgan, is obsessed with ancient Egypt. When a scientific dig she's funded uncovers a water clock (rumoured to contain the secret of eternal life), Tess pays a visit and shortly afterwards it vanishes. No surprise there, but on the next Solstice, Tess's island home mysteriously falls into disuse and its inhabitants seem to vanish.

While you initially arrive on the island searching for the water clock, Tess soon becomes central to your quest. The spirits of her friends, her enemies and employees frequently materialise throughout the game. These aren't conventional sprites, but superimposed FMV footage of real actors perfectly integrated within the game environment. Occasionally the spirits address you, like the butler who remembers what a lovely girl Tess was before she met that scoundrel, Duncan DeVries. Other times, all you get is a brief snippet of conversation, a party joke or what sounds like the planning of a conspiracy.

The mansion is also occupied by a legion of zombies. Like the FMV ghosts, most are portrayed by real people. Rick Carter, an acclaimed Hollywood make-up artist, created a host of effects for various actors who were then digitised and turned into conventional sprites. While they still bitmap at extreme close-up, mostly they stay at mid-distance where the effect is quite stunning. *Doom*'s blocky monsters have never looked quite so basic as when compared to the gangsters and various other characters who shuffle through *Killing Time*. Even the blood-gouting death sequences have been filmed and digitised to brilliant effect. The few conventional, hand-drawn ghosts

The beautiful Miss Tess Conway implores you to help her, but other characters says she's evil.



Produced by ex-ILM employee Juliann Appler, *Killing Time* is an ambitious combination of intense action and spooky adventuring, all wrapped up with true Hollywood production values.

seem quite crude by comparison.

Gameplay is similarly sophisticated. While the basic concept recalls the exploration and blast-'em-up approach of *Doom*, it's far more realistically presented. The mansion, for example, isn't split up into levels but provides a single playing area organised into ballrooms, lounges and so forth. Long corridors between rooms allow different graphics to be streamed off the CD without ever breaking the realistic atmosphere.

Similarly, game items such as keys or power-ups are cleverly woven into the narrative. One early 'key' is disguised as an

RSVP invitation, which appears besides the body of shot hunter, as if it had fallen out of his jacket.

3DO Magazine *Review* *Pop Culture* *Highly Recommended*

Also furthering the sense of atmosphere is a quite brilliant soundtrack, easily the best yet.

This audio tour de force perfectly blends sampled sound effects with

themed music. Wandering around the mansion's entrance, crystal clear birdsong makes you wonder if someone's left a window open in the office. The music is equally impressive, mystery pieces and period tunes would do justice to a movie. Then, of course, there's the voices of the actors – Tess's throaty "Help me!" being equally spooky and sexy. Dolby Surround Sound isn't used, but stereo is very effective and you often instinctively turn to meet a new foe.

Killing Time's success in atmosphere and realism does, however, come with a certain price. While generally movement is very fast, and much improved over preproduction versions, the exquisite graphics do suffer some slowdown during intense combat. The shadowy atmosphere also makes it often difficult to



Above, a society heiress sips champagne and chats about Tess with a butler. Such ghostly manifestations add immensely to the game's atmosphere, unravelling a complex plot and hinting at what you need for your task.

spot enemies – it really is best to play with the lights low. You also need to learn how to retreat. Enemies send out long streams of projectiles so standing your ground is often suicidal. Once you get used to this, gameplay is very addictive. The PAL version isn't

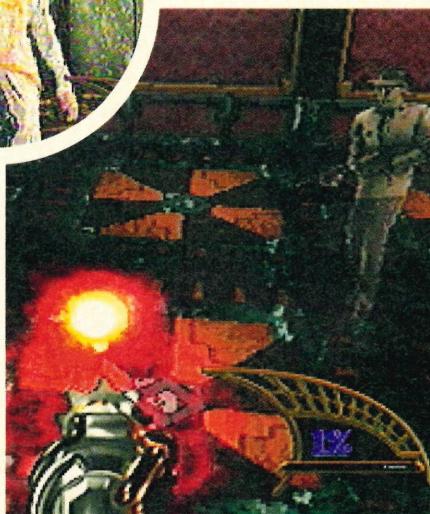
noticeably more prone to slowdown than the NTSC one, while weapons such as the Tommygun and Flamethrower are awesome.

Puzzles are imaginatively varied and while finding keys often involves backtracking across the mansion, thankfully dead enemies stay dead. Ghostly FMV hints and a great automap all contribute to the game's spooky fun.

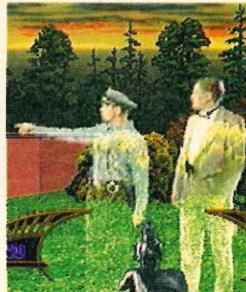
Overall, *Killing Time* is a true mega-game. In its plot, its realistic sets, the digitised and superimposed FMV supporting characters, *Killing Time* acquires many of the best features of movies without suffering the penalties of a linear plot and simplistic gameplay. In the future, this is how all games will be. □ **ssw**

3DO Magazine rating:

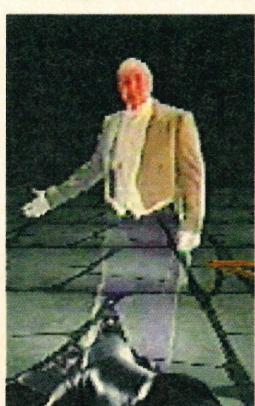
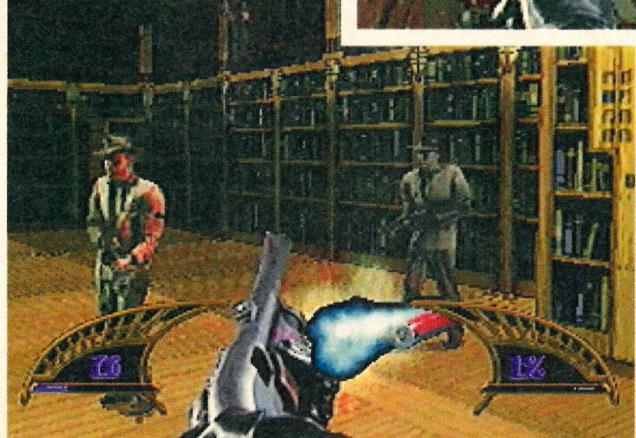
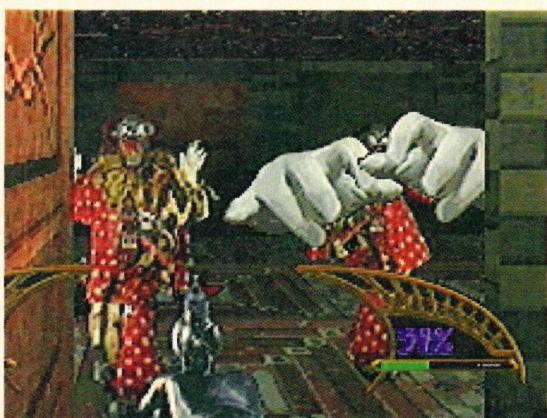
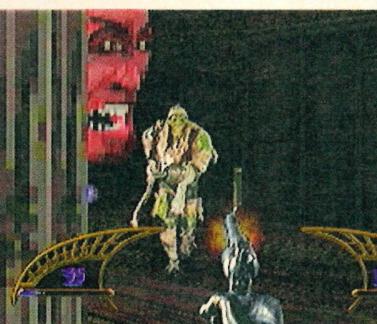
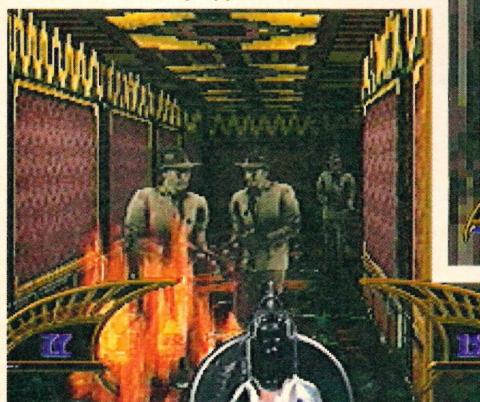




Above, a skeleton hurls fireballs through a skull shaped cloud. Note how the player is looking upwards. Left, descending some stairs while using the antique flamethrower on a gangster. Below, what are they up to?



Skeletons disintegrate under machinegun fire, above. Right, a zombie crackling with electricity approaches with an axe.



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play guide



SAVING YOUR LIZARD

Despite what the instructions claim, the game does not **SAVE** after a boss character has been defeated. Crystal Dynamics claim this was a deliberate gameplay tweak. To save your progress, you should go through an old VCR level and collect the tape to update your save position.



KILL THE BOSS!

Spin-n-Puke: A forced scroll has you running over the cemetery pursued by a ghoul in a white dress. Tail-snap some skulls away from the boss, then attack her directly.

Watch out for Exorcist-style green vomit and be careful of the scroll which can crush you in an eyeblink!

The Flatulator: This smelly superhero is pretty easy once you learn the technique. To avoid his party

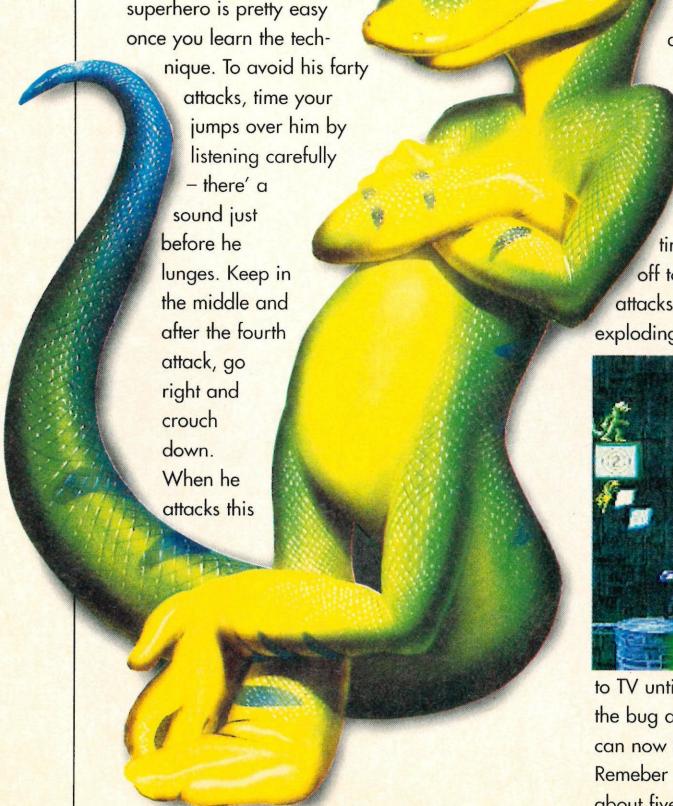
attacks, time your jumps over him by listening carefully – there's a

sound just

before he

lunges. Keep in the middle and after the fourth attack, go right and crouch down.

When he attacks this



Tips and cheats for the 3DO's best platformer

This superb platformer has caused some controversy in 3DO Interactive, but we still love it and as the bestselling 3DO game yet it seems quite a lot of people agree. So here, at last, is a compendium of **Gex hints, tips and wacky cheats!**

time, climb to the ceiling and use your tail-whip to drop the anvils, timing it so they hit Fartman. Ten anvils should kill him.

Jungle Gym: To win 'all' you have to do is get to the top of this large, vertically scrolling level. Most jumps can be made normally, but a few do need a running start. You should also remember

you can stick to the wall itself in some places. While a lot of the jumps need to be very accurate, the main hazard is a huge snake which keeps appearing out of holes. If you keep moving, you'll keep ahead of her. If you

have to pause for breath, wait for the snake to make its run before jumping otherwise you'll most likely run straight into her.

Toxic Turtle: This armoured monster takes some cracking. First you climb to near the top of the right wall, snapping him with your tail as he comes near. Now drop down and run left, then right as he comes down. Jump on the wall, avoid his

weapons and repeat. The key is getting into sync with the turtle's moves.

Rez: This is a quite beautifully worked out sequence, although the stylish intro does get a little wearing after the tenth time! Watch out for the little bug which flies off to the right. But first you must dodge Rez's attacks. When he goes to his controls to drop exploding TVs, climb up the wall and leap from TV

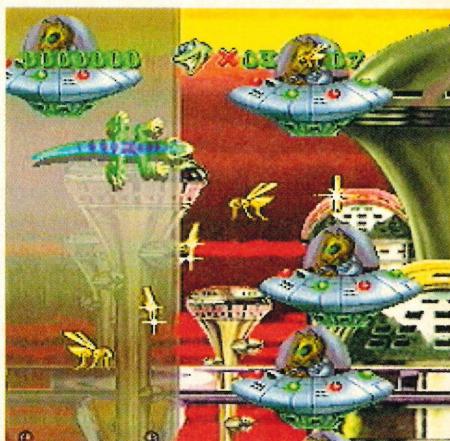


to TV until can leap on to the right wall. Tail-snap the bug and use your tongue to collect it up. This can now be spat at Rez, time your shot carefully. Remember to shift-run when he returns fire! It'll take about five hits to kill him off and it's not easy!

PLANET X



To gain access to this secret, Sci-Fi world (with some exceptionally tough new levels!) you must get perfects on each of the bonus games – with the exception of Rezopolis, where 27 barrels or more will see you through. When you succeed, a new remote control will appear, entirely dark but for the portion you've just collected. You don't have to complete the level you're on, if you lose a life to exit the level you keep the portion. Unfortunately, you can't save your progress on the secret remote. You must assemble all the portions and use it at the world select screen to save it – although to be safe, it might be a good idea to do a VCR level as well.



BONUS GAMES WHERE?

It's said you can find a warp to the bonus games on any level except the bosses. Over the page are some of the easiest bonus games to reach. Most are near Polaroid camera save positions, so if you fail you can kill yourself, then return to the game close to the bonus game for a retry.

play guide

Frankie & Heli/Cemetery



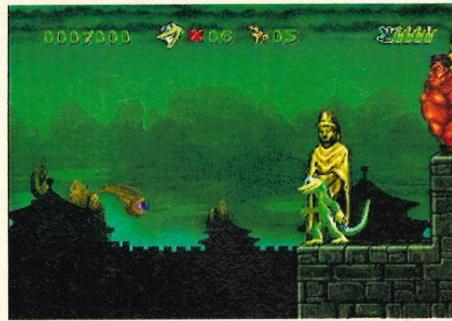
Find the mid-point Polaroid camera which saves your position. On the left there's a shaft running between two slabs. Climb up the walls and you'll find a moving skull platform on the right. Jump on and keep heading right until you find a static platform, above which is the bonus warp.

Rock It/New Toonland



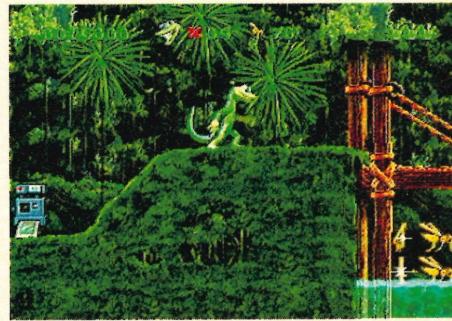
From the start, simply head right until you find the first blue (controllable) rockets. A question mark marks the point. Drop down the wall where the rockets are launching from and the bonus round warp is right at the bottom.

Sumo City/Kung Fuville



Right at the end there's a sumo wrestler. To the left, almost off screen, there's a platform. To get to it and the bonus warp, you have to super-spring jump off an eyeball floating vertically. You must time your leap so the eyeball is in just the right position.

Feeding Frenzy/Jungle Isle



Head right as normal until you find the first Polaroid camera. There's a wooden bridge on the right with a short section which disintegrates. Fall through that and go left. The bonus warp is hidden in the ground you've just come from.

On The Move/Rezopolis



Watch out for the Polaroid cameras. Near one of them there's a way to jump up and over some helium bubbles. There are some flies on the right side of the wall in an arc pattern. Jump and cling to the left wall, over the spikes and climb up, the entrance is right there.

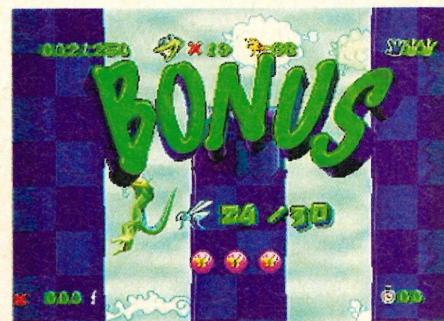
BONUS ROUNDS HOW?

Cemetery Bonus Game



A tree stump is spitting out skulls which you must tail snap to kill the Frankenstein monsters. Timing is critical. To make it easy, jump when you see the tree stump recoil before firing a skull and snap it. Then wait until the second skull hits the top of the screen before jumping again. Now repeat until you get a perfect ten! Once you've got the right rhythm going, it's easy.

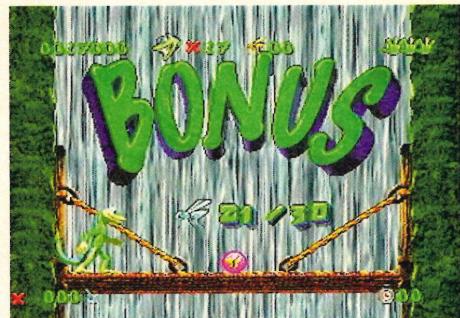
New Toonland



You have to climb up a bouncy shaft while collecting flies. To climb, push into the rubber and you'll be bounced upwards. Go up for seven bounces on the right side, then fall to the left (collecting a bug as you do so) and bounce up the left side. Clear the central block, then drop down to collect the fly on the right. Now go back up, climbing normally over

solid stuff, and bounce up the left side until you reach the next block. Hop over it to the right side and collect fly. Resume bouncing up and watch out for block on left which you must clear, dropping down to collect the final two bugs.

Jungle Isle



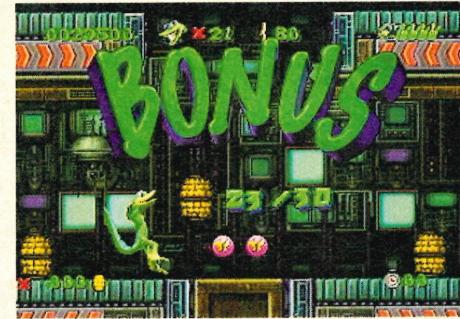
Flies are dropping like, uh, flies and you have to collect all 30 of the golden critters. You don't need your tongue or tail whip, simply touching them is enough. You might need to run in a few places, but the key is keeping cool, moving quickly and efficiently. It's pretty easy.

Kung Fuville



You're in a sealed room with lots of platforms and lots of bugs, all arranged so you end up back where you started. You must collect all the bugs. Keep the shift button down (so you run almost the whole time) and, with a little practice, it's not too difficult.

Rezopolis



Conveyor belts are dropping barrels on your head and they must be smashed, but be careful the conveyor belt doesn't drag you off screen or you're thrown out of the bonus! It's said you can crouch in the middle and time tail-snaps to kill barrels both behind and in front of you. Alternatively, stay roughly in the middle and keep leaping and tail-snapping like crazy - well, it worked for me! With practice to learn the patterns, it can be done. Fortunately, you don't need to get all the barrels, just 27 or more. Be careful the conveyor doesn't drag you off screen or it'll throw you out of the bonus game.

WACKY CODES

While there's no level codes, yet, there's plenty of wacky cheats to play around with. To use the cheats, you have to understand the code system

the programmers have used. To make the codes spell out words, some buttons have two letters to represent them:

U – Up. N – Up (North).

D – Down. S – Down (South).

L – Left. W – Left (West).

R – Right. E – Left (East).

P – Pause. A – A. B – B. C – C.



(i.e. For LCD RUNNER hold Right Shift, and press Left, C, Down, Right, Up, Up, Up, Right, Right)

You must also pause the game and hold down Right Shift while entering the code. If you've entered the code correctly,

the game will automatically unpause after the last letter of the code.

Speed-Up: LCD RUNNER

Electric Fire: LCD EEL

Fireballs: LCD REDBALLD

Super Jump: LCD RUBBER

Invincibility: LCD NUCLEAR

[There's no whirlwind, sprite collision is simply turned off].

For Debug Mode enter **LCD WEASEL** using the normal system.

Now when you hold down X, you can move Gex anywhere – but if you put him somewhere really stupid obviously the game might crash! Pressing X and P simultaneously will kill Gex, which might be useful if he's jammed.

If you plug in a second controller, you can get some additional features while in debug mode:

B: While holding B press the direction pad to scale the screen.

C: Cycles through power-ups.

B + C: While holding down the buttons, use the Dpad to rotate the screen.

RS: Cycles through different debug information.

LS: When you



have contours displayed, LS will cycle through different sizes of the contours.

To scale Gex himself, enter the debug code (**LCD WEASEL**) using the normal system on the second controller.

Now if you hold down LS, you can use the Dpad to scale Gex's size. If you move Gex with controller one, he will snap back to his normal size. To play as the scaled Gex, pause the game before moving and enter **LCD CDSCALE**. Gex will remain scaled until you enter a warp. □ ssw

3DO Magazine



Gex

Published By: **BMG**

© 0172 9730011

Price: £39.99

Flying Nightmares

Be a top gun with these combat-proven tips

SCENARIO

Flying high

The Harrier jet is unique among military aircraft in that it can takeoff vertically. This feature is available in the game, but it takes many practice attempts to pull it off without crashing. Before you attempt to fight the campaign, you will want to enter the Practice section of the game, and run through the training scenarios.

1. Always let your wing man take off first or you may collide with him. It is best to be at zero throttle when you start on the carrier deck, which means Flystick Pro owners should reset the throttle wheel.
2. Turn off your wheel brakes and then hit full throttle.
3. After you pull up from the flight deck, reduce drag by retracting your landing gear.
4. Dive to increase speed and climb to decrease speed, once you get good with the nozzle jet control, you can stop quickly in mid-air and hover (but it's darn tough).
5. Do not attempt drastic turns at low altitude or you will crash.
6. Do not reduce your throttle to below 75%, you will need this power for evasive manoeuvres.
7. If you are out of control or are having trouble flying, use the Auto Pilot.
8. Remember to eject before crashing, the task force needs live pilots to win the campaign.
9. Finally, a wise pilot makes use of the plane's radar systems, so keep a watch on these screens for valuable information.

Lock-On

You will find that combat on Barcalan is fast and furious. Here are some combat tips to keep you in the fight:

1. Thanks to an AWACS plane in the vicinity, you will be notified of enemy bogies in your area. In the centre of your cockpit, below your HUD display, is a black box. During combat you may see a line that reads, "10 OC H".

This is your AWACS warning you that an enemy aircraft is at TEN O'CLOCK HIGH (approaching from that direction).

2. Enemy aircraft are hard to spot when you are flying at 500 mph. To help your dogfighting chances, make sure when you engage the enemy aircraft that

Flying Nightmares

Published By: Studio 3DO

© TBA

Price: £44.99

In *Flying Nightmares* you are a veteran US Marine Harrier pilot. Your goal is simple - fly your best to help your comrades succeed in their missions. Below, Studio 3DO producer Nick Earl provides his invaluable tips together with a rundown on all the controls (which were left out of the first run of the PAL version).

you have the AIM9 missile selected. When you then search for the enemy, the missile will make a humming noise when it locates the enemy. Then fire the missile when you see the red circle appear in your HUD.

3. Experiment with weapon payloads on targets. The Hydra Rocket is the best overall weapon to stock.
4. Later in the game, you will encounter SAM sites. These sites are deadly. To minimise your danger, attack first with a set of HARM missiles and destroy the sites. Then follow-up with Mavericks and Hydras on your second attack.
5. Make use of terrain when attacking target. Mountains make great shields from radar.
6. You must stock AIM9 missiles. The Barcalan air force is always present to make your life miserable. You can easily be attacked by five enemy aircraft on any mission. Also, the enemy C130 must be acquired visually, it will not present a AIM9 lock (use the cannon to down this guy).
7. Be careful when landing on Auto Pilot. Enemy aircraft will often follow you as you land and shoot you down. If you find an enemy on your tail, and you have no AIM9 missiles, circle your fleet a few times and the fleet's gunners should take out the enemy.
8. Finally, it seems that if you attack SAM sites in Fast Mode, the chance of enemy SAM missiles hitting you is reduced by (approx.) 75%, but watch out for enemy Sidewinders! □ ssw

CONTROL PAD MODES

PRIMARY FLIGHT CONTROLS

KEY
D-Pad UP
D-Pad DOWN
D-Pad LEFT
D-PAD RIGHT

Left SHIFT + Pad UP/DOWN
Left SHIFT + Pad LEFT/RIGHT

FUNCTION
Pitch aircraft Down
Pitch aircraft Up
Bank aircraft Left
Bank aircraft Right

Increase/Decrease Throttle
Increase/Decrease Nozzle Angle

SECONDARY FLIGHT CONTROLS

Right SHIFT + Button A
Right SHIFT + Button B
Right SHIFT + Button C

Toggle Gear Up/Down
Toggle Wheel Brakes On/Off
Toggle Air Brakes On/Off

LEFT SHIFT + RIGHT SHIFT + PLAY + STOP + STOP = EJECT

OUTSIDE VIEW

Right SHIFT + D-Pad U/D/L/R
Left SHIFT + Button A

Pan Camera
Zoom In

Zoom Out

ENVIRONMENTAL CONTROLS

Button STOP
Left SHIFT + Button Stop
Button PLAY

Left SHIFT + PLAY
Right SHIFT + PLAY

Menu Subsystem
Toggles Fast Time
Toggle Outside View/
Missile View
Enemy View
Fly-by View

WEAPON SYSTEMS

Button A
Button B
Button C
Left SHIFT + Button A
Left SHIFT + Button B
Left SHIFT + Button C
Left SHIFT + Right SHIFT
Left SHIFT
Right SHIFT

Fires Current Weapon
Cycle through Weapons
Deploy Chaff & Flares
Mark Target
Cycles EHSI Range
Cycles Waypoints
Jettison All Weapons
Cycles Left MFD
Cycles Right MFD

JOYSTICK MODES

PRIMARY FLIGHT CONTROLS

CONTROL
Stick UP
Stick DOWN
Stick LEFT
D-PAD RIGHT

FUNCTION
Pitch aircraft Down
Pitch aircraft Up
Bank aircraft Left
Bank aircraft Right

Rotary Dial FORWARD/BACK
Hat UP/DOWN

Increase/Decrease Throttle
Increase/Decrease Nozzle Angle

SECONDARY FLIGHT CONTROLS

Right SHIFT + Button A
Right SHIFT + Button B
Right SHIFT + Button C
Right SHIFT + Hat UP/DOWN
Right SHIFT + Hat LEFT/RIGHT

Toggle Gear Up/Down
Toggle Wheel Brakes On/Off
Toggle Air Brakes On/Off
Increase/Decrease Pitch Trim
Rudder Left/Right

LEFT SHIFT + RIGHT SHIFT + PLAY + STOP + STOP = EJECT

OUTSIDE VIEW

Hat U/D/L/R
Left SHIFT + Hat UP/DOWN
Left SHIFT + Hat LEFT/RIGHT

Pan Camera
Increase/Decrease Nozzle Angle
Zoom In/Out

ENVIRONMENTAL CONTROLS

Button STOP
Left SHIFT + Button Stop
Button PLAY
Left SHIFT + Hat RIGHT
Right SHIFT + Hat DOWN

Menu Subsystem
Toggles Fast Time
Outside View
Fly-by View
Enemy View

WEAPON SYSTEMS

Button FIRE
Button A
Button B
Button C
Left SHIFT + Button A
Left SHIFT + Button B
Left SHIFT + Button C
Left SHIFT + Right SHIFT
Hat LEFT
Hat RIGHT

Fires Current Weapon
Mark Target/Inside View
Cycle through Weapons
Deploy Chaff & Flares
Autopilot
Cycles EHSI Range
Cycles through Waypoints
Jettison all Weapons
Cycles Left MFD
Cycles Right MFD

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Win 10 FZ-1 3DO Systems

Including a copy of arcade smash *StarBlade*



Panasonic®

To celebrate their \$100 million purchase of 3DO's M2 future, Panasonic have arranged a competition for the original 3DO system, the Panasonic FZ-1. Designed as a high-end, \$700 multimedia machine the FZ-1's quality is obvious in the robust, shock-insulated casing and swish motorised drawer.

To win your very own piece of 3DO's history simply answer this question.

Who are the characters from Panasonic's brill *Puzzle Bobble*?

- a) Bill and Ted
- b) Bub and Bob
- c) Phil and Charlie

Write your answer, together with your name and address, on the back of a postcard or sealed envelope and send it to **The Historic 3DO Competition, 3DO Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 1NF.** All entries should be received by **January 29th, 1996.**

NB: If you decide to buy a Panasonic 3DO system and then find you've won one, simply return the unopened package to Paragon Publishing and Panasonic will offer software to an equivalent value and, yep, that includes *Striker* and *Puzzle Bobble*. ■

3DO Magazine

Interactive

Correspondence from around the world concerning the wonderful world of 3DO

Please address all mail to: **3DO Interactive**
Paragon Publishing, Paragon House, St. Peter's Road
Bournemouth BH1 2JS or Fax us on 01202 299955
or e-mail us at: 3do@www.paragon.co.uk

The decision to buy a 3DO was a tough one. But about two months ago I finally part-exchanged my family's Mega Drive (with 12 excellent games) for a new, Panasonic FZ-1 3DO with *StarBlade*. I also bought *Need For Speed* and *Gex* - both of which have already provided myself and my three sons with hours and hours of fun.

Like most gamesters out there I agonised for months over my decision. I spent a fortune on various magazines and visited my local game shops for 'expert' advice on numerous occasions. I even took the whole family to see the latest hardware and games at a show in London. I have to say that my decision was against the weight of the opinion and advice I received. Most next generation magazine editors believe the future of 3DO is limited and even the retailer who sold me my machine gave it "two or three years."

Personally, I think they are wrong. My choice was based on the number of games already available. I had to take into account the fact that I had taken away twelve very good Mega Drive games from my kids and they had to be replaced with a good selection of new games. The Jag's software library is simply pathetic and by the time the Saturn and PlayStation get going, there will be dozens more

Wing Commander III - "truly exceptional"



"new wave" 3DO games to add to the dozens of already excellent titles. I was also persuaded by the upgradeability of 3DO machines and, with M2 on the horizon, the future looks excellent.

Having made my decision I feel that a great weight had been taken off my shoulders and I am now committed to 3DO. I have never subscribed to a magazine before but I have been so impressed with your publication that I have done so. However, I do have a moan. Why no back issues? Other magazines offer a back issue service, why don't you?...

Also, I would like to issue a word of caution to others who have ventured into the world of CD-gaming. In three years of Mega Drive gaming, not one cart ever proved defective. However I recently purchased *Wing Commander III* (a truly exceptional game, by the way).

Everything was fine until I got Series 12, Mission 4 on disc 3 where basically the game crashes every time. Game shops will not normally exchange goods without proof of purchase. Luckily for me I am a regular customer at my local game shop and they agreed to a direct exchange. I wonder if this is going to be a regular problem?

Finally, I would like to express my envy of Mr Ian McKenzie (Interactive Issue 5), whose wife bought him his subscription to the mag. My wife Wendy simply cannot stand videogames and I have to be rationed accordingly. (Print my letter - it may impress her!)

Mark Davis, Norwich, Norfolk.

We applaud your decision and implore Wendy to give 3DO a chance too. Maybe a family game of *Twisted* or *Zhadhost* will change her mind?

On the subject of back issues, our order invariably gets eaten up by last minute overseas deals. We hope the 3DO Magazine Special provides some compensation - especially as this mega-compilation is cheaper than a single normal back issue!

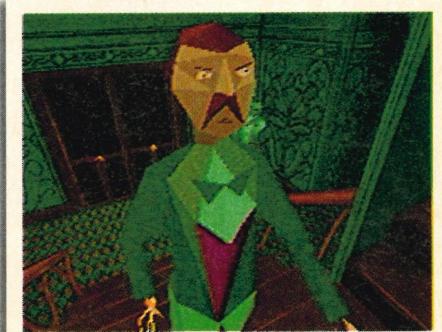
As for CD unreliability, I'd agree CDs are probably not quite as reliable as a cartridge, but then again a cart is generally about one megabyte compared to a potential 650 times that for a single CD.

They're also considerably more reliable than floppy discs, but as with any product keeping your receipt is good advice.

You do run a very good magazine but I feel I must disagree with your game ratings and agree with Mark Colquhoun's letter from Issue 5... I definitely think you've over-hyped *Gex*. The difficulty setting is all wrong and you can't adjust it. It starts off too easy - it's too hard to die and extra lives are too abundant. You can quite easily get to the end of the second world with 60 lives and that's without cheating - where you can visit a passage with more than one extra life, kill yourself, then collect the same lives and keep repeating it! The game then becomes impossible, so I'm starting my questions here:

1. I can easily reach the Flatulator boss in cartoon land (without going through all the cartoon levels!?) but he just won't die. My tail slash has no effect and I counted bouncing on him 100 times before giving up. What am I doing wrong?
2. Why won't my 3DO permanently remember any *Alone In The Dark* saved games after I made room for 2 saves using my NVRAM editor?
3. Is the 3DO mouse coming out in the UK? If it is, will it be compatible with existing games like *The Horde* and *Cannon Fodder*? What about a steering wheel?
4. Is the PAL converter worth getting? How full

Alone In The Dark - great but greedy



screen are the NTSC games and how badly is the game resolution affected? Also, how much would they cost and are they difficult to get hold of?

5. Are there any decent arcade driving games coming out on 3DO? Are we ever likely to see 3DO conversions of *Sega Rally* or *Daytona* as Sega and Sony seem to make games like these exclusive to their machine.

6. How can a 32bit state-of-the-art machine such as the 3DO suffer from slowdown on games like *The Horde* and *Gex*? Is it the 3DO's hardware at fault or the programmers' lack of experience with the machine?

7. Are save game cards being released in the UK and, if so, how much will they cost?

Martin Turner, Great Sankey, Warrington.



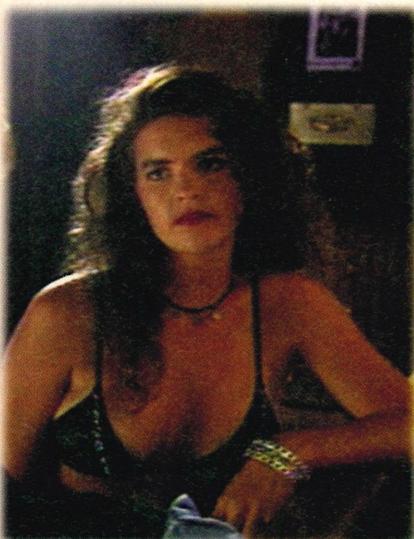
Daytona on Saturn. We don't want to see it

Our position on game ratings remains unchanged – percentage ratings imply opinions on games can be reduced to mathematical formulae. They can't. As for *Gex*, again we stick with our review.

Finishing *Super Mario World* wasn't all that tough either, and you could easily build up plenty of extra lives there using identical cheats, but both are great fun while they last and *Planet X* is an excellent reward for more expert *Gex* players. And on the subject of our favourite lizard...

1. If you properly explore the Flatulator level, you'll find anvils are suspended from the ceiling. Use your tail slash to cut the ropes holding them up, timing their fall so they hit the boss.

Monkey Doo's Shredfest – looks hot



2. Early 3DO titles tended to be quite selfish in their use of save memory. *Alone In The Dark* is notoriously memory hungry and likes to have practically the whole NVRAM to itself.

3. There are no plans for the Panasonic mouse to be released in the UK and, in part because of this, *Cannon Fodder* does not

M2 Racing – currently in development. Can we wait?

support it anyway. *The Horde* was designed from the start for a joypad not a mouse.

4. If you've got a TV which can accept an NTSC, 60hz signal then a US 3DO is obviously the best choice. It runs slightly faster (15%) and without the small borders most games suffer on PAL. If you haven't got such a TV, going through the expense of buying an NTSC 3DO system, a special powerpack and then a converter as well seems a bit extreme. Converters have traditionally been unreliable and of poor quality, although Datel

claim to have fixed most problems with their £60 unit (tel: 01782 744707).

Even so, this requires your TV has an RGB SCART socket.

5. Pony Canyon have *F1GP* racing in the works, which looks inter-

esting, while *Road Rash*'s Monkey Doo crew are currently working on snowboarding epic *Shredfest*. However, the most exciting race game is obviously *M2 Racing*, currently being developed from the gorgeous *M2* demo shown at E3. Rumour has that this is now being turned into a Formula One sim. As for Sega games on 3DO, who knows what might happen?

6. Slowdown is a typical feature of games produced when developers are still getting to grips with a system. *Captain Quazar*, for example, is third generation software based on a far greater understanding of the system. When it detects a lot of sprites coming on screen, the graphic engine is accelerated to maintain a constant speed. I should also mention, while the occasional slowdown in *Gex* and *The Horde* is disappointing, it doesn't seriously affect gameplay in two of our favourite 3DO games.

7. Save game cards are a feature of *M2*, not 3DO

I. In Japan, 256K of additional NVRAM memory is available in the FZ-EM256 unit but at around £100, no-one's bothered importing any yet.

I have just bought my first issue of the magazine and have read it cover to cover drooling with glee in the knowledge I have

invested wisely.

I bought an FZ-10 in Virgin with *StarBlade* as a free game for £299.99, and got *Wing III* as my free offer game from 3DO. All this talk of £349 and no game with the FZ-1 is well out of date.

I read the summary in *Ultimate* of all the new systems and read about the M2 add-on. That, plus the price drop, free all time fave game, and a choice of eight new titles as a extra free game made up my mind. I say this in reply to An Aggrieved 3DO Owner's letter in your Interactive pages. The fact that my machine was going to be fully upgradeable to M2 when it happens, and already has

more software titles than Saturn and PlayStation put together, made me choose 3DO. I would have been hacked off to have spent

£100 more on a Saturn, with no game, and not be able to plug it into my telly without handing over another £25 for the right lead, and then find out that something is coming out in twelve months that's going to blow the pants off it!!!

In terms of the games, *StarBlade* is so hard it's untrue, although I have got into the battleship being totally toasted. Does anyone know any

cheats for more lives or invulnerability as I'd love to finish this one.

Wing III is going to be the cause of my divorce, but I seem to find the Behemoth just keeps blowing up no matter how well I defend it, and so Disc Four's contents remain a mystery. Can you suggest anything?

Yours wishing he had a 26" Surround Sound TV, Rob Hoadley, Horley, Surrey.

Another happy new 3DO owner! As for *StarBlade*, it's been reported there are two codes, both of which should enter on the title screen after the *StarBlade* logo freezes. For rapid-fire, constant shooting enter: U, U, D, D, L, R, A, A, B, B, C, C. For endless continues, enter U, R, D, L, A, B, C, U, L, D, R. Rapid-fire definitely works, endless continues we haven't got to work yet but many people swear by it. Perhaps a reader can help on the Behemoth?

I'm a keen reader of your magazine and love it to bits. Here are some questions I would like answered. Please print them as I took hours thinking them up...

1) The M2 sorts out a lot of the graphics work with Z-buffering etc, so will this mean a lower software >

letters

> price?

While some older coin-ops could indeed be converted very cheaply and quickly, development costs are only one part of a very complex equation including potential sales, royalty rates, perceived value and so forth. To take a 3DO I example, it's unlikely porting *SFII* to 3DO cost more than developing *Need For Speed* from scratch, but Capcom decided people would pay more and hence its RRP of £59.99.

2) Apart from a modem, what can we expect to plug into the M2's PCMCIA slot?

PCMCIA slots can be used to connect pretty much anything in the world of PC's. This means if someone decides there's need for a printer or a hard drive or whatever to be linked to an M2, all they need do is write the software to handle it when it's plugged in. Besides modems, the most obvious add-ons are DVD drives, cable network interfaces and, possibly, peripherals such as a floppy disc drive and keyboard for computer functions like word processing. Modems are, however, definitely the top priority so that the unit can access the Internet for multi-user games like *Doom*, general netsurfing and even home-shopping.

3) The M2 is set to be launched in the 'Big Apple' for Christmas '95. Now I know it has to be converted to PAL but surely the can't take that long. And if it's in British shops for Christmas sales would be much higher than if it was released 4-5 months later!

A US launch this year is unlikely. After the

debacle of 3DO I, it's likely Panasonic will launch M2 on its home territory of Japan – where it has more control over pricing. Also, Japanese gamers are used to buying systems early, when software is thin on the ground, whereas Americans are more demanding.

Although hardware is now virtually complete, M2 will not appear unless there's at least several killer apps ready with plenty more high grade software to follow for US and European launches. While the wait is irritating, at least we can be assured when it does arrive there'll be no shortage of great software.

4) Is there anyway of getting my VRAM into action to speed up my 3DO. (I read somewhere my 1MB of VRAM is used for the not yet developed VideoCD).

3DO I comes with 2MB of standard memory and 1MB of fast, Video RAM which is used to handle graphics data.

VideoCD upgrades come with their own additional RAM and are available in America for \$199. UK PAL versions have been cancelled because M2 will come with built-in VideoCD capabilities.

5) Why are games so expensive? Amiga CD32 games are around £20 while 3DO games are a massive £40. How can this be justified?

Most CD32 games are simple ports of games already available on the standard Amiga. By comparison with other true superconsoles, such as Saturn and PlayStation, 3DO's royalty rate is far lower which allows for more flexibility over pricing. Most of Virgin's games cost just £35, while big value compilation CDs are due for Xmas from a number of software houses. Budget titles should appear in time, but in the meantime check out our small ads for shops offering software exchanges and second-hand games.

6) Will the M2 have borders on screen?

As the current version of *Return Fire* shows, software houses can already program 3DO CDs which can work in fullscreen on both PAL and NTSC systems. As the PAL market expands, it's likely more software houses will adopt this approach for both 3DO I and M2.

7) Are there any plans for 3DO or even M2 Action Replays?

Yes, see news.

8) The cover discs are great, but one mission of *Syndicate* was bit tight!

Some people found that tough enough!

9) What coverdiscs are planned for the future?

We're constantly on the look-out for the most exciting demos possible.

10) Issue 4 stated that *Corpse Killer* is best with a lightgun, but where are they?

Lightguns are available in the States and are compatible with PAL TVs.

Unfortunately, the actual games

themselves do not support getting input from PAL TVs and you can only play them with a joypad. American Laser Games are currently under pressure from 3DO – and us! – to address this problem with their forthcoming games.

11) Are Delphine (the masters behind *Flashback* and *Another World*), producing a sequel? Yes, it's called *Fade To Black*, is totally 3D and will be distributed by Electronic Arts for the PC, initially. Hopefully, an M2 version will follow.

12) What games can I store on my FZ-1's memory? There's a wide range of games which make use of 3DO's internal memory. *Return Fire*, for example, automatically saves high scores and level access data (although it also gives passwords).

13) Will Team 17's *Alien Breed* be upgraded for 3DO?

We hope not!

14) As the games industry grows bigger and bigger, games also bigger grow bigger... could this be a

problem as 3DO resets after a disc is ejected?

3DO already has several multiple disc games such as *Wing III* or *Daedalus* which save game information to NVRAM ready to be picked up by the next disc.

15) Why is Ultra64 cartridge-based? Surely Nintendo would be far better off with a CD drive? Yes, but Nintendo's market is traditionally very young and price is exceptionally critical. Although CD-ROM drive prices have fallen massively since 3DO I's \$699 launch, they remain quite costly and are the main reason all the superconsoles are £299 or more. Nintendo are committed to delivering Ultra64 for \$250 or less. Unfortunately, while this will make buying the hardware easier, Ultra64's cart-based games are likely to be very pricey. Their average memory size will be 8MB, a tiny fraction of the 650MB most developers are now used to with CDs. Many developers believe carts are simply inadequate for Ultra64's machine's power, so Nintendo are now claiming they'll eventually

release a SyQuest-style add-on drive for Ultra64. After the non-appearance of the long-promised SNES CD-ROM Drive, and the costs of the custom technology Nintendo are investigating, this promise should be treated with a certain scepticism.

16) Finally, is it true Philips CDi and Panasonic 3DO might become one?

There are rumours to this effect a while ago. It's difficult to see any other future for Philips' hopelessly outdated machine to be honest.

Well, that's me done. Keep up the good work!! (Feel free to edit questions (we

Fade To Black on M2? We hope so

have, to avoid repetition and to splice in your second letter's questions!) for your liking.)

Steven Bowden, Gunnislake, Cornwall.

P.S. Does any one remember *Dark Side* on the Spectrum+2? I thought it was really good, just imagine what the 3DO could do with it!

P.S. Yes. I actually reviewed some of Incentive's Freescape games on *Crash* and *Zzap!64*. Their 3D-based adventures would seem ideal for the new superconsoles, but sadly a couple of years ago the company decided to focus on business applications for its virtual reality technology.

I recently bought a 3DO and I am well pleased with it. There is one thing that bothers me though. In *Gamesworld* magazine Dave Perry said that "the 3DO wouldn't be around in six months time." Have you any idea what he meant? Has he got a point?

This puts a cloud over my enjoyment of my 3DO. He said this in an answer to a 3DO owner who asked why he put the machine down when people wrote in to ask what machine to buy. Up until I got the 3DO – I previously owned a SNES – my wife was never interested in gaming, now she's a willing player in many a 3DO game. Well done, 3DO!

I have so far bought twelve 3DO games based on your reviews and I haven't got a naff game yet. It's good to know that reviews are actually based on full explorations of each game by true games players, so well done.

I would like to add that I find your mag an essential read for any 3DO or future 3DO owners. I also like the sensible adult approach taken by 3DO magazine and not the pre-teen stance taken by many multi-format mags... Games are multi-age and therefore meant to be enjoyed by all. It's good to see that **3DO Magazine**, who represent a major player (The 3DO Company) in the future console wars, recognise this. So well done and keep up the good work. You have set yourselves a very high standard to keep.

Gary Jamison, Belfast.

One of things we enjoy most about 3DO games is this willingness to reach beyond the teenage audience most of the other consoles are aimed at. EA and Studio 3DO are leading the way with titles such as *Psychic Detective*, *Killing Time*, *Snowjob*, *Space Hulk* and so on, while also catering for owners' young children with *Station Invasion*, *3D Atlas* etc.



On the subject of Mr Perry, he's now managing editor on *X*Gen*, a multi-format magazine dedicated to high-end superconsoles which I'm a consultant editor on. If you bought issue one, you'd have seen a four-page article by myself on M2 and there's been plenty of 3DO coverage since then – including a rave, 94% review of

3DO Space Hulk by Mr Perry himself. What I think has only slowly been realised, is that 3DO is not a single machine but a standard like the PC or Macintosh which is designed for a lifespan far longer than anything previously seen in videogames. As for 3DO I, a glance at our Coming Soon section should reassure you about the number of games in development for it!

Firstly I would like to say that your mag is the only worth buying and keep up the excellent work.

Now to the real reason I'm writing. I'm not one to mince my words, so why is *Flying Nightmares* by Domark/Studio 3DO so crap? After all, it probably took as long to develop the game as it did the real Harrier!

Firstly, why don't the pictures on the back of the gamebox exist in the actual game? Where are those lovely colours and realistic explosions?

The view of the

"I'm not one to mince my words, so why is Flying Nightmares so crap? After all, it probably took as long to develop the game as it did the real Harrier! The claims of making full use of 3DO technology seem far fetched" – D.J. Price

top of Harrier looking downwards is unobtainable in the game as you can't pan around the aircraft. With the demo version of this game you can pan around freely, yet with the actual game this option has up until now eluded me. Can you please explain why the demo looks better than the actual game? When Domark/Studio 3DO developed the game were they thinking about Amiga 500 as the claims of making full use of 3DO technology seem far fetched.

I would now like to switch my criticisms to the manual (note I didn't say instruction manual because there aren't any instructions! Okay, I'm being a bit unfair, there were a few – but not many.) The manual tells you that if you're in trouble you can eject – HOW? ...The manual also boasts of vertical take-off and landing, but it doesn't tell you how to do it.

Well, having got that little lot off my chest I feel about a stone lighter. One good point with the game

was the choice of music soundtracks.

Finally, thank you for reading this letter!

Kelvin Finnimore, Northville, Bristol.

From the top, ads are obviously produced quite a while before a game is finished in order to build up attention. Since *Flying Nightmares* was originally due to ship in Spring, that gap is fairly big. Nevertheless, after playing the game extensively I think they're very accurate. The only exceptions are the Harrier camouflage scheme – now slate gray to cash in on *True Lies* – and more realistic, minimalist explosions. The subtle blending of the skytones and, if you get close enough, fine texturing of enemy buildings is identical.

The exterior panning option does still exist, but only with the Flightstick Pro for some reason. Other than this the graphics are definitely improved over the demo with far less glitches. One good way to admire enemy buildings and vehicles is to select external view when you've launched a missile – it automatically tracks right up to the point of impact.

The manual is actually fairly good, but in the rush to ship this heavily delayed game a vital key-card was left out of the package. Studio 3DO and Domark have set up services to mail these cards out, however, and we've reprinted them in tips.

On the subject of the game itself, I think

once you get into it you'll be pleasantly surprised. The original game was produced by people who worked on the Harrier's actual avionics and the realism is ultimately enthralling. On many sims, bombing missions are simply a matter of getting in range, watching the lock-on icon appear and loosing off a salvo of Maverick missiles. In *Flying Nightmares*, most missions are classed as 'interdiction', which means without ground support to provide laser illumination for the Mavericks. This means you have to get in real close with rockets and free-fall bombs. It certainly isn't a game for everyone, but if you've an interest in sims there's a lot to admire – and enjoy!

I must start off and say that I'm very happy with your magazine...

D.J. Price, Mapperley, Nottingham.

P.S. EMMA, Will you go out with me please?

Go on, we'll send on a copy of *Zhadnost* if you do! Which brings a very Significant Other oriented edition of 3DO Interactive to a suitably romantic close. □ ssw

3DO Magazine

Don't pla

Play 3DO

Pegged out. Expired. Deceased. No more. An 'ex-console'.

Most games systems have no future, how long before yours bites the dust?

Let's spell this out, 3-D-O, the first in CD based super-consoles.

We have the biggest 32-bit games library. We have award winning titles like Road Rash™, FIFA International Soccer™ and Return Fire™.

What's more, we have 64-bit M2 technology on the way to give you power like you have never imagined.

Buy 3DO now. Life is short. Yours that is.

yaDodo



Software Directory

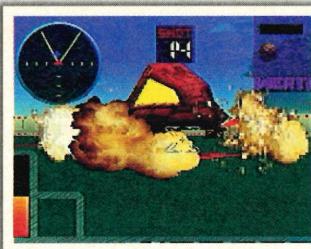
The essential update to every review from 3DO Magazine issues one to six

3D ATLAS

Electronic Arts, TBA

A huge geographical, political and environmental guide to planet earth, this uses excellent stock footage, good 3D graphics routines and brilliantly edited news sequences to seduce almost anyone into enjoying a traditionally dull subject. Even the inevitable quiz show game is fun. Overall, simply excellent edutainment.

issue 2, Rating: **★★★★**



ALONE IN THE DARK

Infogrames, £39.99

Multiple camera angles, haunting polygon graphics and a Voodoo inspired storyline make this an incredibly intimate and atmospheric adventure. Originally released on the PC in '93, it still looks pretty amazing and although it uses a lot of NVRAM, is well worth a look.

issue 1, Rating: **★★★★**

ANOTHER WORLD

Interplay, £39.99

Originally an Amiga game, this was a welcome twist on the platform genre. Rotoscoped sprites and stylish cut sequences achieved a uniquely cinematic feel. The 3DO version doesn't tamper with the game's fundamentals, but adds 256 colours to freshen it up a bit.

issue 1, Rating: **★★★★**

BALLZ

BMG, £39.99

While the fighters are made of just a few balls, they turn out to be brilliantly animated characters. Combat is in full 3D with plenty of imaginative moves. Although not as precise or satisfying as *SFII*, it's highly original, very playable and totally hilarious.

issue 6, Rating: **★★★★**



BATTLE CHESS

Krisalis, £39.99

A worthy attempt to make chess exciting for beginners, its 3D graphics aren't as flash or funny as they might be. However there's an impressive chess engine under the hood while a 2D board is a model of clarity and simplicity.

issue 1, Rating: **★★**

BATTLESPORT

Studio 3DO, £49.99

Quite simply one of the best two-player games ever. The splitscreen action is blister-

ingly fast, with masses of weaponry and power-ups adding plenty of spice to 3D, goal-scoring action. 50+ levels and tough, varied opponents mean one-player action is brilliant too.

issue 6, Rating: **★★★★★**

BURNING SOLDIER

Panasonic, £39.99

This follows where *Microcosm* and *Novastorm* trailblazed, with interactive sprites overlaid on an uninteractive, pre-rendered backdrop. Naturally that makes for linear gameplay, but manga-esque graphics and a simultaneous two-player mode provide limited compensation.

issue 1, Rating: **★★★**

CANNON FODDER

Virgin, £44.99

The sprites may be tiny, but there's a huge number of levels and gameplay is incredibly

Absolutely everything can be blown to pieces with more mind-boggling explosions than a Warner Bros cartoon.

issue 6, Rating: **★★★★★**

DAEDALUS ENCOUNTER, THE

Panasonic, £49.99

This four CD epic looks better than most Hollywood sci-fi movies with stunning sets, special effects and mega-babe Tia. Cleverly integrated into this FMV epic are a series of logic puzzles – disguised as alien door locks, system repairs etc. – which really get the old grey matter working. If you like that sort of thing, you'll love this and, even if you don't, the slick presentation and excellent control interface could well convert you.

issue 5, Rating: **★★★★**

DEMOLITION MAN

Virgin, £49.99

This is a glorious showcase both for the technical capabilities of the 3DO (great FMV, glorious presentation) and the growing clout of videogames (the movie crew actually shot extra scenes for it). Gameplay is a clever mix of genres with beat-'em-up, *Doom*, car racing and even *Op Wolf*-style blasting. It makes for a very playable package with a tough challenge.

issue 2, Rating: **★★★★**

DRAGON'S LAIR

Elite, £39.99

More of a cartoon than a game, Sullivan Bluth's arcade classic wows those who watch the game, but frustrates those who are actually playing it. Gameplay is restricted to pressing the correct button at exactly the right time. This gets very tedious.

issue 1, Rating: **★★★**

addictive with masses of enemies, buildings and vehicles to destroy. Somewhat similar to *Return Fire*, it has a superior structure (more challenge) but sadly there's no two-player mode.

issue 3, Rating: **★★★★**

CAPTAIN QUAZAR

Studio 3DO, £49.99

An incredibly fun, cartoon-styled megablast. One or two heroes must shoot their way through to capture three crimelords, each with their own personal planet consisting of huge, sprawling isometric levels.

ESCAPE FROM MONSTER MANOR

Electronic Arts, £39.99

Developed in an amazing four months, this early *Doom* clone has some neat tricks with translucent sprites, gorgeous texture maps

and spooky sonics. The atmospherics of a haunted house are there, but gameplay is rather ghostly.

issue 1, Rating: **★★★**

FAMILY FEUD

Gametek, £39.99

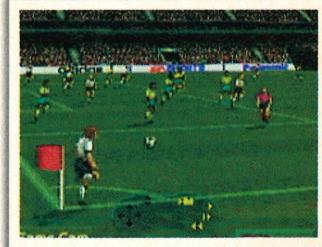
The American inspiration for *Family Fortunes*, this suffers from culturally specific questions you're unlikely to know the answers to, a lousy control interface and poor, minimally animated graphics. In the shadow of *Twisted*, *Station Invasion* and *Zhadnost* this is a very small thing indeed.

issue 2, Rating: **★**

FIFA INTERNATIONAL SOCCER

Electronic Arts, £44.99

The most stylish and visually impressive soccer game ever. From the superb FMV intro, spliced with in-game action scenes hardly



distinguishable from real-life, to the multitude of camera angles, slow motion controls and sound FX, *FIFA International* is a game that looks good enough to eat. A six-player mode is ideal party fun.

issue 1, Rating: **★★★★★**

FLASHBACK

US Gold, £44.99

As with its *Another World* prequel, *Flashback*'s highly stylised, rotoscoped Amiga graphics and elegant gameplay have adapted easily to numerous formats. The 3DO version adds 256 colours, better sound and enhanced, 3D Studio cut sequences. The excellent platforming puzzles are as absorbing as ever.

issue 4, Rating: **★★★**

FLYING NIGHTMARES

Studio 3DO, £44.99

The first superconsole flight sim really does allow you to soar on your 3DO. The sensation of flight is impressively conveyed, especially with a Flightstick Pro joystick, while the Harrier jumpjet is fully capable of all its

famous hovering stunts. The actual game revolves around a three-day campaign to liberate the island of Barcala, a task comprising over 30 different missions – most with primary and secondary targets. There's a strong sense of atmosphere and the gruelling nature of modern air combat will appeal to anyone seeking a serious challenge.

issue 5, Rating: ★★★★

GEX

BMG, £46.95

The 3DO's Sonic or Mario with bells on, Gex redefines the platform genre in 32bit, postmodern guise. The central Gecko sprite (rendered with over 450 frames of Silicon Graphic animation) can cling to just about anything; use his tail as a whip and collect power-ups with a long gelatinous tongue. Five big and varied worlds provide a rea-



sonable challenge, while non-stop quips voiced by Dana Gould make this fun even for those who thought they'd outgrown this tired genre.

issue 3, Rating: ★★★★

GRIDDRERS

The 3DO Company, £39.99

This challenging puzzler was designed around the 3DO chipset with its intricate puzzles rendered in full 3D. 36 tortuous levels provide a big challenge that will seduce many puzzlers.

issue 1, rating: ★★★

HELL

Gametek, £44.99

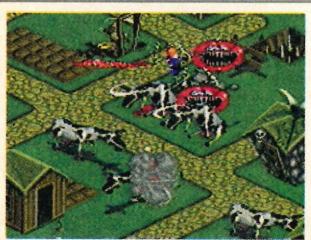
The scenario is an inspired blend of medieval demonology and hi-tech cyberpunk, while the voices of Dennis Hopper, Grace Jones and Stephanie Seymour (who also appears in digitised form) add star appeal. The gameplay isn't so hot, revolving around too many long-winded conversations that get irksome, but great visuals and a mature, adult oriented approach provide some recompense in this provocative adventure.

issue 5, Rating: ★★

HORDE, THE

Crystal Dynamics, £39.99

A brilliantly original game designed for the 3DO system, this seamlessly merges hilarious FMV, intense arcade action and thoughtful strategy into an irresistible package.



the game you play Chauncey, a young knight charged with protecting various villages against the superbly greedy Hordlings. You must speedily organise village defenses – and finances – before quarterly attacks by the loony toon-style Hordlings. Chasing after them with a huge sword is brilliant fun, while interlevel FMV is exceptionally witty with a great pay-off right at the end. It's what your 3DO was made for!

issue 1, Rating: ★★★★

ICEBREAKER

Panasonic, £39.99

Graphics are hardly stunning and scrolling is less than smooth, but this stylish blast-'em-up is still good fun. 150 levels, 18 background tunes and abstract, pyramid graphics make it a unique experience with plenty of challenge.

issue 6, Rating: ★★★

IMMERCENARY

Electronic Arts, £44.99

Despite an innovative visual style, this novel Doom variant fails to live up to its promise. The control interface is poor, while weapons are unexciting and 3D surroundings repetitive. Persevere and the game can become addictive but, sadly, the more progress you make, the easier it becomes. With some restructuring this could have been something special – instead of a cult oddity.

issue 4, Rating: ★★★

INCREDIBLE MACHINE, THE

Sierra, £39.99

A compelling collection of puzzles, which although unenhanced for the 3DO, remains as much fun as it ever was on the PC. Building the eponymous machines requires manipulating a wide range of bizarre objects to wondrous effect. A superb learning curve makes play utterly addictive, and the ability to design and build your own puzzles to fox a friend makes this a highly rewarding package.

issue 2, Rating: ★★★

IRON ANGEL OF THE APOCALYPSE

Panasonic, £39.99

A bizarre, Japanese Doom variant, this titillates with its fantastic FMV intro, only to implode with a poorly programmed, dingy exploration game.

issue 2, Rating: ★★

JAMMIT

BMG, £39.99

A lazy conversion by GTE of an ancient MegaDrive one-on-one (or two) basketball game. Despite the general ineptitude of the coding and lame animation, this still has some merits in two-player mode, with the simplistic format providing furiously competitive play. Hardly essential, but pretty good fun in short bursts.

issue 2, Rating: ★★

JOHN MADDEN FOOTBALL

Electronic Arts, £39.99

Inarguably the best American Football game on any format ever. EA's masterpiece merges together incredibly detailed, beautifully animated sprites, stereo sound, slick FMV and sublime gameplay. It also comes with a plethora of options allowing the complete beginner and football pro alike the perfect



level of competition. Brilliant in one player mode, absolutely unmissable in two, this is an unbelievably impressive product.

issue 1, Rating: ★★★★★

KINGDOM: THE FAR REACHES

Interplay, £39.99

An ancient Laserdisc title is uncannily resurrected for 3DO with little success. While the cartoonish graphics and intriguing adventuring gameplay will please youngsters, the tendency for sudden, unfair deaths will soon turn them off.

issue 6, Rating: ★★

LOST EDEN

Virgin, £34.99

An imaginative, B-movie plot about dinosaurs and humans co-existing allows for some nice FMV visuals, while music is excellent. Adventuring gameplay isn't quite so hot, but not bad for the price.

issue 6, Rating: ★★★

LOST FILES OF SHERLOCK HOLMES, THE

Electronic Arts, £39.99

One of the first 'multimedia' releases to appear on the PC, this now seems well past its retirement date. Tiny FMV windows interrupt rather than complement the adventuring, while the plot is distinctly linear. It'll take time to solve it all, but overall most people will wish the files had remained 'lost' on 3DO.

issue 1, Rating: ★★

MAZER

American Laser Games, TBA

A nice idea – *Gauntlet* with bigger, digitised sprites – but fatally flawed by appalling gameplay and minuscule levels. Depressingly poor.

issue 6, Rating: ★

MEGARACE

Mindscape, £39.99

Originally a heavily hyped PC CD-ROM title, this has been cleverly reworked for 3DO. Both in-game and TV-style FMV presentation is far more colourful and impressive. Sadly, actual gameplay is a lot less flashy and ultimately repetitive.

issue 1, Rating: ★★★

MYST

Panasonic, £TBA

A huge hit on the PC, the near photorealistic imagery generated an alarmingly convincing alternate world of IQ-straining puzzles and an intricate storyline. The 3DO version retains all the gameplay and much of the atmosphere, but joystick control and TV-style resolution do blur some of its appeal. Still, if you're the quiet, patient type there's little to touch this brainy masterpiece.

issue 3, Rating: ★★★★

NEED FOR SPEED, THE

Electronic Arts, £44.99

Superb graphics, fantastic Dolby audio, eight of the world's most exciting supercars, three absolutely huge routes to race on, an unbelievably comprehensive replay mode,



jaw-droppingly spectacular crashes, a smarmy opponent, lots of speed cops and, of course, the most realistic car handling ever in a videogame. Take the time to get into it, and you'll be rewarded with one of the best games ever.

issue 1, Rating: ★★★★★

NIGHT TRAP

Virgin, £39.99

Oh dear. Originally developed for the MegaCD, *Nighttrap* is a sad little exploitation title that goes for the adolescent audience by offering the player the chance to view semi-clad girls running about a besieged house. The FMV is of a high standard – much better than the acting – and presentation is very slick, but it matters little when gameplay is so dire.

issue 1, Rating: ★

OFF-WORLD INTERCEPTOR

Crystal Dynamics, £39.99

A virtuoso display of the 3DO's chipset in action with stunning 3D, texture-mapped landscapes, masses of explosions, nippy rival cars and enemy gunfire. A fast, frantic shoot-'em-up cum race game it's okay in one-player mode (lack of a save game is frustrating), great in two.

issue 1, rating: ★★★★

OPERATION JUMPGATE

Electronic Arts, £29.99

A five mission expansion disc to *Shock Wave*, this offers more dramatic (hillier) terrain and new, much tougher enemies. Presentation is, again, marvellous and the Dolby surround sound is excellent.

issue 2, Rating: ★★★

PANZER GENERAL

Mindscape, £39.99

This amazingly comprehensive strategy game offers you the chance to lead German forces from the 1939 blitzkrieg of Poland to an invasion of America in 1945... if you're good enough. The manual offers a very useful guide to the first scenario, allowing even beginners to get hooked, but the overall depth, scale and drab graphics make this ultimately for enthusiasts.

issue 6, Rating: ★★★★

PATAANK

Crystal Dynamics, £39.99

Instead of the conventional top down view of a pinball table, *P.F. Magic* actually places the camera behind the pinball. Stick with it and the game begins to make some sort of (weird) sense. Instead of having flippers your >

directory

> 'craft' has a supply of velocity which you must use to guide it around, hitting power-ups and bonuses as you go. Odd, but strangely enjoyable.

issue 1, Rating: ★★★

PEBBLE BEACH GOLF

Panasonic, £39.99

Although there's only one course and the controls aren't as sophisticated as US Gold's *World Cup* release, the slickly digitised graphics and user-friendly controls make this a very enjoyable experience. In Japan and America, the same game engine has been reused for *Waialae Country Club Golf* and *Wicked 18* - which really is wickedly hard!

Rating: ★★★★

POWERS KINGDOM

Panasonic, £39.99

A very Japanese RPG which boasts some impressively cinematic effects. There's a large variety of bizarre creatures, imaginative weapons and odd landscapes with plenty of good, tactical combat. Over the longer term it does become repetitive, but it's still worth a look.

issue 1, Rating: ★★★

QUARANTINE

Gametek £44.99

'Doom in a car' is a superb concept, the FMV intro is great and even the gameplay is initially absorbing. Unfortunately, an indistinct soundtrack and dire graphics dull the promise, relegating *Quarantine* to the 'missed opportunity' category. Hopefully *Road Warrior* will improve things.

issue 4, Rating: ★★

REAL PINBALL

Panasonic, £39.99

More conventional than *Pataank*, *Real Pinball* adopts a top-down, slightly tilted perspective. Sadly, indistinct graphics and a ball which moves as if it's encased in treacle rather ruin playability.

issue 1, Rating: ★

REBEL ASSAULT

Electronic Arts, £44.99

This made a big impact on PC CD-ROM with its innovative variety of FMV blasting action skillfully mixed in with Star Wars film clips. The 3DO version looks and plays exactly the same which, when you consider the system's far superior FMV capabilities, is something of a disaster. After the razor-sharp FMV of *Demolition Man* or *Starblade*, the limited colours and frequent blockiness of the imagery just isn't on.

issue 2, Rating: ★★★

RETURN FIRE

The 3DO Company, £49.99

A sequel to the Amiga hit *Fire Power*, this

retains the basic structure but adds in superb Dolby sound, beautifully detailed 3D graphics with intelligent panning and zooming, more levels, more everything basically. Your objective is to capture your enemy's flag from heavily fortified defenses. To do this you have a stock of tanks, helicopters, jeeps and APVs, all unique handling, weapons and abilities. One player mode is great fun - although the challenge isn't huge - but two-player mode is excellent.

issue 2, Rating: ★★★★

RISE OF THE ROBOTS

Art Data Interactive, £44.99

Rise Of The Robots may be no match for *Super Street Fighter 2* in respect of its combat engine (you can't even jump over your opponent!), but its visuals are truly next generation stuff - if you're shallow enough to care about such things.

issue 1, Rating: ★★

ROAD RASH

Electronic Arts, £44.99

Quite simply one of the best games ever, this unbelievable 3DO spectacular rebuilds the



classic Mega Drive game from the ground up. FMV reward, intro and game over clips are superb with music from bands such as Therapy? and Swervedriver, but the game itself is the real star. The racing action starts fast and frantic - and then keeps accelerating. Speeding through a city centre with pedestrians, oncoming traffic, pursuing cops and five other bikes swarming about, their riders trying to punch your face in, is really rather exciting. If you've got a 3DO system, then you must have this stunning title.

issue 1, Rating: ★★★★

SAMURAI SHODOWN

Crystal Dynamics, £39.99

Samurai Showdown is widely regarded as the best beat-'em-up available on the saturated Neo Geo market. Huge, colourful, brilliantly animated sprites, richly detailed back-



drops and twelve very different characters to choose from make the game an immensely rewarding experience. It may not be quite as fast as *SSFII*, nor quite so sophisticated, but its bold characters, superbly varied backdrops and imaginative use of weapons put it just beneath its better known peer and a sure-fire hit for beat-'em-up addicts.

issue 1, Rating: ★★★★

SCRAMBLE COBRA

Panasonic, £39.95

Ten missions pit a single helicopter gunship against tanks, jets and even aircraft carriers. Graphics are subtle and effective, while gameplay is fun albeit overly easy on the lowest skill setting. It lacks the variety and challenge of *Shock Wave*, but is more tactically minded and has a neat surprise ending.

issue 6, Rating: ★★★★

SEWER SHARK

Virgin, £39.99

With *Blade Runner*'s FX whiz John Dykstra responsible for directing it, this is perhaps Digital Pictures' slickest FMV effort yet. Gameplay is obviously quite limited, but the shoot-'em-up action is at least fast and quite demanding. Fun for a while, but success rests on memorising ultimately repetitive enemy attacks and route junctions.

issue 1, Rating: ★★

SHANGHAI TRIPLE THREAT

Activision, £39.99

Activision have enjoyed considerable success with their previous console *Shanghai* titles, due both to the ingenious, simplicity of play itself (match tiles as quickly as possible to clear the table) and the delightful bonus of simultaneous two-player games to up the ante. The lack of enhancements on 3DO is forgivable, given the difficulty of tampering with classic game formats, and the game variations make this a good package that will satisfy most puzzlers whilst confusing everyone else.

issue 2, Rating: ★★★

SHOCK WAVE

Electronic Arts, £39.99

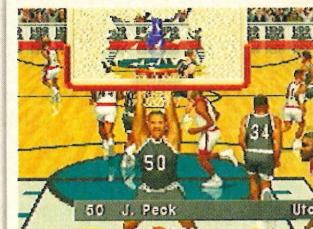
This features some of the most impressive presentation around with a superbly realised *War of the Worlds* scenario. As you progress through the game's ten missions, the FMV footage carries the plot on with truly cinematic panache. In-game 3D graphics are great too, with plenty of speed, variety and slick texture maps while sound is in Dolby. The only drawback is that the sheer size of the levels can make dying a very frustrating experience. Still, if you've got the determination this has plenty to reward you. And when you complete it, the *Operation JumpGate* mission disk is even tougher.

issue 1, Rating: ★★★

SLAM 'N JAM '95

Electronic Arts £49.99

Watch open-mouthed as distinctly individual players leap, shoot and slam dunk before



you in a bravura display of programming muscle and graphic artistry. Incredibly, gameplay is equally impressive making this a supremely addictive experience in one or two player mode. Realistic beyond belief - with a

non-stop narration from CNN's Van Earl Wright and plenty of play options and stats - this joins *Striker* and *John Madden* in the elite of sports simulations. The sort of mega-game that offers undeniable cross over appeal even to non-fans of the sport.

issue 4, Rating: ★★★★★

SLAYER

SSI/Lion Entertainment, £39.99

Well known on the PC for their *Ravenloft* series, SSI looks set to make a respectable name for themselves on the 3DO system too. *Slayer* uses a slick *Doom*-style first person perspective for a more arcade feel than RPGs, but there's still plenty of potions, puzzles and so forth to keep the tactically minded occupied.

issue 1, Rating: ★★★★

SOCER KID

Krisalis, £39.99

Although only marginally improved over its Amiga parent, this is still worth a look since the original was so good. The eponymous hero not only runs and jumps with the best of his peers, but can also use his ball as a springboard to reach otherwise inaccessible places, collect power-ups and even cannon opponents. It takes times to master all these skills, but it's well worth it with plenty of world locations to explore. Great fun.

issue 1, Rating: ★★★

SPACE HULK

Electronic Arts, £44.99

This takes an absolutely stunning, *Doom*-style perspective and combines it with an in-depth



tactical combat sim and a superb, *Warhammer 40,000* scenario. The atmosphere is incredibly involving, putting Aliens to shame for sheer terror, while action is both incredibly frantic and tactically demanding. Simply superb and quite unmissable.

issue 5, Rating: ★★★★

STARBLADE

Panasonic, £49.99

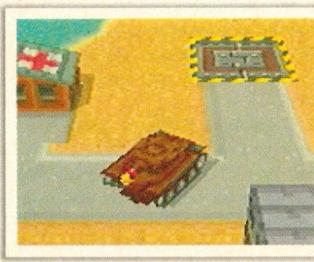
This stylish shoot-'em-up was a huge hit in the arcades: stunning FMV backdrops are cleverly integrated with realtime generated polygons to superb effect. As well as the original arcade style graphics, the 3DO version even offers an enhanced mode which features stunning texture maps, creating a fabulous package. A spectacular experience, especially on a huge TV.

issue 2, Rating: ★★★★

STAR CONTROL II

Crystal Dynamics, £39.99

Star Control was originally released in the ascetic days of 8-bit games and its conversion to the 3DO does little to enhance the geriatric look. Sprites are blobby and backdrops unremarkable, with only new alien graphics and sampled speech hinting at



32bit potential. Still, the underlying structure of a huge, open-ended strategy cum exploration cum arcade game is as intriguing as ever. The two-player blast-'em-up mode is good fun too, making this dated title well worth investigating.

issue 1, Rating: ★★★★

STATION INVASION

The 3DO Company, TBA

Expanding on the successful style developed in the brilliant *Twisted*, Studio 3DO have created a completely wacky FMV extravaganza, with a TV station over run by kids providing the infrastructure on which several enjoyable puzzle and quiz games are hung. An edutainment product for younger players, this is brilliantly executed, with amusing spoof soaps and TV shows offered as reward for winning points. The whole thing is packaged with consummate skill, so much as to tempt older players even, and provides excellent fun.

issue 2, Rating: ★★

STRIKER - WORLD CUP SPECIAL

Panasonic, £TBA

When EA's *FIFA International Soccer* was released in late '94 few thought it would be surpassed until M2 arrived. Yet while



Striker's FMV presentation isn't up to EA standards, in-game the tables are reversed with more controllable sprites, faster action and some of the most dazzling animation ever seen. If you can do without the six-player option and all those camera angles, this offers an exceptionally competitive game. The bonus of an indoor arena for truly frenetic, referee free action adds immeasurably to an already marvellous package.

issue 3, Rating: ★★★★

SUPER STREET FIGHTER II X

Panasonic, £60

Capcom's *Street Fighter 2* sold more Super Nintendos than any other game. A sophisti-



cated combat engine allowed for moves, countermoves and even counter-counter moves than had previously been imagined. Its depth is unrivalled in this genre - we've been playing various versions in the office for years and the arcade perfect 3DO version is by far the best yet. Despite a variety of imitations, this is by far and away the very best combat game on the 3DO, providing

more than enough entertainment for anyone. Superb fun.

issue 1, Rating: ★★★★

SUPER WING COMMANDER

Electronic Arts, £39.99

Origin totally rewrote the PC original for this stunning 3DO debut. Besides superbly drawn static screens and great FMV, in-game graphics have been marvellously spruced up. With a strong overall narrative, changing according to mission performance, this is an exceptionally engrossing experience. The only drawback is that the sophisticated 3D combat system and intense missions make few concessions for beginners, but perseverance is recommended.

issue 1, Rating: ★★★★

SUPREME WARRIOR

Acclaim £44.99

Determined to build on the limited success of their FMV dominated titles *Sewer Shark* and *Night Trap*, Digital Pictures here take on the beat-'em-up genre. Using an ambitious first-person perspective, it asks you to thwack a host of well-acted fighters into submission across numerous, lavishly dressed Chinese sets. The production values are excellent and the skillful editing of short sequences into seamless, lengthy fights is tremendously impressive, but it all goes wrong due to ineffectual moves and sluggish controls.

issue 4, Rating: ★★

SYNDICATE

Electronic Arts, £49.99

A seductive blend of ultra violence, brooding visuals and genuinely absorbing game design, this Amiga classic has been a hit on almost every format. An utterly engrossing



strategy/arcade game, it has you raising taxes and funding weapons R&D between arcade combat missions set in isometric 3D cities. Superbly varied missions involve assassinating crime lords, abducting political prisoners and much more as you pursue world domination. While most console versions had the violence toned down, the 3DO version fully retains the dark glory of the original, with blood spilling copiously. This also means no new missions or significantly improved graphics, but mission disks are promised. Great action, fiendish missions and *Blade Runner*-inspired surroundings make this a genuine classic of software history well worth investigating.

issue 4, Rating: ★★★★

THEME PARK

Electronic Arts, £34.99

Bullfrog's brilliantly addictive sim is set within the crazy world of Disney and Alton Towers. The player has complete control over a mass of variables, all intricately and intelligently linked - put an ice cream vendor too



close to a ride, for example, and you'll have kids throwing up everywhere. A compulsive game, this will appeal to 3DO system players who want a little more than just fast, photon spitting sprites from their games. Be warned, it requires plenty of save memory though!

issue 1, Rating: ★★★★

TOTAL ECLIPSE

Crystal Dynamics, £39.99

One of the first games to really show off the 3DO chipset, this demanding 3D blast-'em-up features a great rock soundtrack, masses of action and absolutely gorgeous texture mapped landscapes. It's an incredibly intense experience, but the lack of a save game on a huge, 20 level blaster can be irksome. Check out our play guide in **3DO Magazine Gold**.

issue 1, Rating: ★★★★

TRIP 'D

Panasonic, £39.99

While poor in conventional, *Tetris* mode this semi-clone is good fun in splitscreen, competitive mode against either the computer or (especially) another player.

issue 6, Rating: ★★★

TWISTED

Electronic Arts, £39.99

One of the most innovative and intriguing 3DO games yet, *Twisted* uses the system's FMV capabilities to produce the world's first true multimedia gameshow. The basic objective is for you, and up to three friends, to get to the top of a spiralling staircase, tackling mental puzzles and general knowledge tests put in your way. EA have included various difficulty settings so that both the adult and the child can be catered for simultaneously. It's a thoroughly polished product that demonstrates the potential of the 3DO for truly ground breaking titles. Bizarre, innovative and good fun. Check out *Zhadost: The People's Party* if the type appeals.

issue 1, Rating: ★★★★

VIRTUOSO

Elite, £44.99

Originally designed as a vehicle for a digitised rock star, *Elite* ultimately failed to land a celebrity - or even any decent gameplay, come to that. The various levels have some neat ideas - snowmen being particularly cute villains - but it's all far too slow and desperately unexciting. Just about the worst *Doom* variant around and a terrible 3DO debut for *Elite*, who have much better things in the pipeline.

issue 2, Rating: ★

VR STALKER

BMG, £39.99

This sits awkwardly between *Shock Wave* and *Flying Nightmares*, lacking the stunning

arcade visuals of the former, while falling equally short on the realism stakes compared to the latter. On the positive side there's plenty of fast, frantic action and varied missions.

issue 5, Rating: ★★

WAY OF THE WARRIOR

Interplay, £39.99

Whilst the extravagant, boldly digitised characters inspire excitement, play reveals a relatively weak *Mortal Kombat* clone. A hard rock soundtrack blasts along with the action, and some of the backdrop designs are extraordinary, but close quarter combat is difficult to master. Flawed fun, this has provoked heated debate amongst the 3DO fraternity. We stand by our review, but many rave over this noisy beat-'em-up so genre fans should check it out for themselves.

issue 1, Rating: ★★★

WING COMMANDER III

Electronic Arts £44.99

The *Wing Commander* series has long been a flag-bearer for the power of PC CD-ROM gaming and its arrival on 3DO is a major event. Unlike lesser companies, Origin have totally reworked the game with excellent tex-



ture maps (16bit colour as opposed to 8bit) and CD Dolby Surround Sound rather than mono Soundblaster audio - not to mention ultra fast-loading, superb FMV and an impressively faster fps rate. Taking up no less than four CDs, this is a truly epic game with plenty of sophisticated 3D combat to master alongside the star-studded story-line featuring Mark Hamill and Malcolm McDowell.

issue 4, Rating: ★★★★

WORLD CUP GOLF

US Gold, £39.99

The digitised graphics are drab, the controls are sluggish and the much vaunted FMV clips of your tee-offs don't really work. That there's just one course doesn't help matters either, but the degree of control available over the ball is impressive, as are the enormous array of play options and tournament styles. Unlikely to seduce novices, but offering a level of realism attractive to pros.

issue 1, Rating: ★★★★

ZHADOST: THE PEOPLE'S PARTY

Studio 3DO, £34.99

A quiz game for 2-4 players, both your mates and the family will enjoy this with its imaginative mix of wacky FMV and bizarre puzzles. The prequel, *Twisted*, has a more fun atmosphere, but this is cheaper and its puzzles have two-players competing simultaneously. The presentation is up to Studio 3DO's usual high standards and at the price, this is good value.

issue 5, Rating: ★★★

Coming Soon

ACCLAIM

Maximum Surge

A post-apocalypse, FMV shoot-'em-up starring Yasmin Bleeth of Baywatch fame. [Soon]

Quarterback Attack With Mike Ditka

Another FMV spectacular putting you in the quarterback's helmet during a fast-moving game of American Football. [Soon]

Slam City With Scottie Pippin

Another interactive movie produced in conjunction with Digital Pictures, this one has a basketball theme. [Soon]

AMERICAN LASER GAMES

Fast Draw Showdown

None of this silly scenario stuff, just straightforward fast draw action with speed and accuracy being essential. [November]

Last Bounty Hunter, The

Apparently ALG's biggest production yet this you as the eponymous hero pursuing Nasty Dan, Handsome Harry and The Cactus Kid. For the first time, the difficulty and order of gameplay will vary according to your shooting skills. [Imminent]

Madison High

ALG's first title to be released for their new 'Games For Her' division. [TBA]

McKenzie & Co

Yet more rapid-fire action. [Soon]

Orbatak

An original, non-FMV game developed for the arcades using 3DO I technology. A home port should, therefore, be arcade perfect! [Early '96]

Shootout At Old Tucson

Speaks for itself really! [Soon]

ART DATA INTERACTIVE

Chess Wars

A *Battle Chess* for the 32-bit generation, this grafts live-action footage onto an advanced chess engine. Scripted by Paul Cooper, the winner of three Emmys, and costing so far half a million dollars to produce, this should be fun. [TBA]

Doom I

While talk of new levels and FMV sequences has now been dropped, ADI insist the game is almost finished. The graphics are apparently higher rez than any previous version and run at a very

Not only has 3DO got the biggest and best catalog of 32bit games, but there's plenty more on the way. M2's software line-up is also building up very nicely with some awesome titles deep in development.

nippy 20 frames per second. [Xmas]

Doom II: Hell On Earth

Contrary to rumours, this will not be an M2 project. As soon as *Doom I* ships, ADI will immediately begin work adapting the sequel. [Early '96]

BMG

Loadstar

A stunning looking FMV blaster using similar technology to *Novastorm*.

[Soon.]

Cadillacs & Dinosaurs

A conversion of the hit, cartoon-styled coin-op set in 600 years in the future. [Soon.]

Wingnut

A bizarre, humorous WWI airborne romp which includes such oddities as flying cows! [TBA]

ELECTRONIC ARTS

Foes Of Ali

Stunning 3D, texture-mapped graphics allow you to recreate Ali's amazing career in the best boxing sim ever.

[November]

NHL '96

The hugely popular 16bit ice hockey sim is spectacularly converted to the 3DO system. Using the same Virtual Stadium technology as *FIFA*, it's likely to be completely awesome. [April]

PGA Tour Golf

The 16bit version is just about the best around, so hopes are high for the 3DO version. [Imminent]

Prowler

100 years in the future the Terran Robotic Infantry is locked in combat with hi-tech invaders. Huge fighting vehicles, stunning texture-mapped 3D and complex missions make this another prospective mega-game from *WCIII* developers, Origin. [January]

Shock Wave 2

400% bigger levels, complete freedom of movement for proper missions, enhanced 3D, 60 minutes of FMV, 25 new enemy vehicles and a choice of three fighters with a big range of selectable weaponry. Should be a huge hit. [Imminent]

Shredfest

Developed by *Road Rash*'s Monkey Doo team, this will be awesome. Besides three types of speed races, there are three trick events and two bonus games. [Early '96]

Wing Commander IV

Mark Hamill and the rest of the crew return for an even more extravagant installment of the epic space opera. [Spring]

ELITE

OnSide

A comprehensive footie sim including a running commentary and management sim. [Imminent]

Power Slide

A 3D rallying game with the emphasis on realism. [Xmas]

Space Ace

Dragon Lair's more varied, slightly more playable arcade sequel comes to 3DO. [Imminent]

ENTERTAINMENT INT.

Braindead 13

Developed by Readysoft, the people behind *Space Ace*, this features more extraordinary FMV cartoon graphics. [Imminent]

GOLDSTAR

BC Racers

A conversion of Core Design's well received *Mario Kart* clone. Featuring Chuck Rock with a host of other prehistoric themed characters, it mixes in plenty of comedy and combat with the one or two-player racing action. [Imminent]

Defcon 5

A stunning looking space adventure strategy game with a very fast, very smooth *Doom*-style graphics engine. [Imminent]

Firewall

A cyberpunk, cyberspace arcade game which pits you against an AI core. Action sequences include a 3D flight-combat sequence over China. [TBA]

Fire Wolves

Yet another mystery project. What is it about GoldStar and fire? [TBA]

Primal Rage

Time-Warner's hit arcade beat-'em-up features some impressively OTT characters. [Imminent]

INFOGRAMES

Alone In The Dark 2

More of the same superb stuff, only bigger and even better, with lots more combat. The NTSC version is out, but for the UK a special, fullscreen PAL version is planned. [Xmas]

Alone In The Dark 3

The final installment. This time set in the Wild West (in a ghost town no less). [1996]

INTERPLAY

Caesar's World Of Gambling

The casino not the emperor plays host to games of chance. [November]

Cyberia

A Silicon Graphic pre-rendered shoot'em up in the *StarBlade* mould.

Looks stunning. [Imminent]

Clay Fighters II: Judgement Clay

A brilliantly quirky fighting game using the highly distinctive graphic technique, Claymation. An awesomely big release. [Imminent]

Casper

An action-strategy game based upon the Spielberg produced film of the classic cartoon. [Imminent]

Descent

A big hit on PC with a spaceship blasting its way through a *Doom*-style 3D landscape. [Imminent]

Lost Vikings 2

The original was probably the best arcade-puzzler since *Lemmings*, so hopes are high for the sequel. [Imminent]

Waterworld

The world's most expensive movie, starring Kevin Costner, is turned into a videogame. [Imminent]

JVC

Deadly Skies

An *Afterburner*-style shoot-'em-up. [Winter]

Varuna's Forces

Sci-fi action game which has you piloting a dropship through turbulent planetary atmospheres, then leading a squad of soldiers in tactical *Doom*-style action. [Winter]

MINDSCAPE

Dragon Lore

A mythological adventure with stunning, pre-rendered graphics from Cryo. [Soon]

Slayer 2: DeathKeep

This AD&D RPG could well give *Doom* a run for its money in the action stakes with a similar perspective, lots of speed, spells and ghoulish enemies. [Imminent]

PANASONIC

BIOS Fear

An ecologically minded strategy game with the player in charge of preserving Earth's last resources. [Soon]

C-Runner

An ambitious road racer with a variety of cars and tracks on offer. [Soon]

Cyberdillo

A wacky send-up of the *Doom* craze with a cybernetic armadillo armed with a plunger as the hero! [Soon]

Fun 'n' Games

An odd-ball compilation of classics, allegedly. [Soon]

Isis

A puzzle-packed, *Myst*-style adventure only with more animation. [Soon]

Mortal Kombat III

MKI's hugely popular mix of gore, digitised graphics and sophisticated combat moves is updated with a total of 14 characters, animal transformations and even more moves. Should be huge. [Early '96]

Puzzle Bobble

A funny and fun *Tetris* riff starring the dinos from *Bubble Bobble*. Excellent in two-player mode. AKA: *Bustamove*. [January]

Seal of the Pharaoh

Mediocre Japanese, first-person perspective RPG recently re-dubbed for the American market. [TBA]

Strahl

An interactive movie which has Alex Hawkfield attempting to recover seven crystals, battling golems and even a dragon. [Soon]

Sword & Sorcery: Curse of Junin

A huge Japanese RPG currently being translated into English. [Spring]

PONY CANYON

F1GP

An officially endorsed, Japanese F1 racing sim. [TBA]

RUNANDGUN!, INC

Duellin' Fireman

A spectacular looking 50:50 mix of arcade action and interactive movie, it's described as an action adventure comedy with plenty of energy and set in a weird, mutated environment. Should be good fun. [Soon]

STUDIO 3DO

3DO Decathlon

Produced by the man responsible for Epyx's classic Games series, this is looking red-hot. Up to eight players can compete simultaneously, while real-time 3D athletes are animated using motion capture. The events are 100m Dash, Long Jump, Shot Put, High Jump, 400m Run, Discus, 110m Hurdles, Pole Vault, Javelin and 1500m Run. [Early '96]

Absolute Zero

Set in an Arctic mining colony with plenty of advanced vehicles to play around with in full 3D, this is "a science-fiction simulation along the lines of *X-Wing*, only ours will be much more detailed in the variety of missions, the ships and the strategic planning." Like *Flying Nightmares*, Domark are handling development. [Xmas]

Game Guru

A rather nifty gamebusting CD which makes very clever use of your NVRAM. [Imminent]

Golden Gate

An innovative, original adventure to uncover buried treasure. [February]

Return Fire: Maps Of Death

The original game was a huge hit on 3DO and this mission disc is bound to sell well. Watch out for it! [Xmas]

SnowJob

Megababe Tracy Scoggins stars as your partner in this FMV battle against organised crime. An adult oriented title, it has all the elements of a movie: action, drama, adventure, violence, drugs and sex. [February]

UNIVERSAL STUDIOS

Disrupter 7

Mark Cerny, of *Sonic 2* and *Way Of The Warrior* fame, heads up this much anticipated mega-game. A sci-fi riff on *Doom*, it features incredible graphics moving amazingly fast. A Hollywood set-designer was used for futuristic level graphics and SGI rendered, buzzsaw-wielding robots are no less convincing. 3DO themselves rate this very, very highly and expect it to be a 'killer app'. [Early '96]

US GOLD

Johnny Bazooka Tone

A weird, side-scrolling platformer with extensive use of SGI workstations for 3D rendered sprites and backgrounds. The music is great! [Early '96]

Olympic Games: Soccer

Silicon Dreams believes they can beat *FIFA Soccer* and their game engine is already very slick. [Early '96]

Olympic Games: Track & Field I & II

Such is the importance – and cost! – of the Olympics licence there will be two multi-game sports releases. Once again, early reports are encouraging with a 3D fencing game earning raves from those who've seen it. [Early '96]

VIRGIN

Creature Shock

An imaginatively varied, science fiction themed FMV blast-'em-up with alternating tunnel and shoot-'em-up sequences. [Imminent]

Heart Of Darkness

Another *World* for the 32-bit, 3DO dominated next generation, first impressions suggest an absolutely stunning looking game. [1996]

11th Hour

The sequel to the million selling CD-ROM extravaganza, *7th Guest*. Release (on the PC) has been put back several times now which suggests that Virgin want it to be something rather special when it's released later this year. The game is reputed to be an absolutely fantastic, CD-streamed adventure with a horrific bent. *11th Hour* will have either a 15 or 18 certificate upon release. [TBA] □ **ssw**

3DO Magazine

M2 GAMES

AMERICAN LASER GAMES

Shining Sword

A fantasy-themed project with an RPG element. Best of all, it's said to be in full 3D.

Unknown Title

ALG have gone on record to say they have another M2 game in development. Both projects could well make their debut in the arcades.

ART DATA INTERACTIVE

Alien Seed

A revolutionary new polygon intensive extravaganza being developed especially for M2.

CRYSTAL DYNAMICS

Race Game

Despite falling out with 3DO in early '95, Crystal are now widely believed to be back on board with this much anticipated M2 project.

ELECTRONIC ARTS

John Madden '96

Unconfirmed as yet, but regarded as almost certain.

Road Rash

Work is rumoured to be well under way on this eagerly anticipated mega-game.

INTERPLAY

Descent

Doom with a spaceship rather a shotgun armed psycho. It's likely to be significantly enhanced over the PC game.

Clayfighter III

Likely to be one of the first M2 releases, this should take beat-'em-up claymation action to new heights.

Iron Blood

This is an intriguing project by Take 2, the development team behind *Hell: A Cyberpunk Adventure*.

VR Sports

This isn't a game but a new Interplay brand-name for a series of sports sims which will be appearing on M2. Games so far announced include *American Football*, *Baseball*, *Golf* and *Soccer*.

SPECTRUM HOLOBYTE

Top Gun

A flight-sim for the 64bit generation. After lead development on PC, this is due for conversion to Ultra64 and M2.

STUDIO 3DO

M2 Racing

A Formula One racer developed from the M2 racing demo.

Dungeon Game

Doom-type arcade-adventure

BattleSport 2

Cyclone are known to be very keen to do an M2 version of their 3DO I megahit.

Return Fire 2

The two-player arcade-strategy game was such a huge hit, this is likely to be one of the first M2 games to appear.

Starfighter 6000

An M2 version of the imminent futuristic flight sim is under consideration, although it could drop in favour of a *Deathrace 2000*-style blast-'em-up race game.

UNIVERSAL STUDIOS

Disrupter 7

Although still unfinished, the 3DO I version is regarded as so awesome an M2 sequel is regarded as virtually inevitable.

WARP

D2

This is already being advertised in Japan and will use M2's MPEG chip for razor-sharp, pre-rendered graphics in a supremely atmospheric adventure.

WILLIAMS

The *Mortal Kombat III* deal is known to be just part of a broader agreement for other coin-op conversions and possibly original titles. Williams is known to be working on a *Virtua Fighter*-type coin-op with *MK*-style fatalities. Called *War Gods*, it's entirely possible this could run on an arcade version of M2 – a highly cost-effective means for Williams to match Namco and Sega's experience with 3D hardware.

next issue

3DO
Magazine

3DO/8

EA's *Shock Wave II* heads up the post-Christmas splurge of games. Other titles set for full, in-depth reviews include *Defcon 5*, *Primal Rage*, *The Last Bounty Hunter* and *Waterworld*. We'll also have an interview with M2 technical whizz, Toby Farrand, who explains why M2 could spell the end for arcade hardware.

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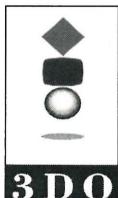
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